FINAL FANTASY XI

STORY ULTIMANIA®

ストーリーアルティマニア

FINAL FANTASY XI
STORY ULTIMANIA Ver.090409

Edited by Studio BentStuff
Published by SQUARE ENIX

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FINAL FANTASY XI

STORY ULTIMANIA

Ver.090409

Introduction

Here, the Memoro de la Ŝtono has been woven since the dawn of creation.

The name of this world is Vana'diel.

A land overflowing with the blessings of Crystal,

It is a truly beautiful land, adorned with swords and Magic.

This vast world will bring days of thrilling adventure to all who visit it.

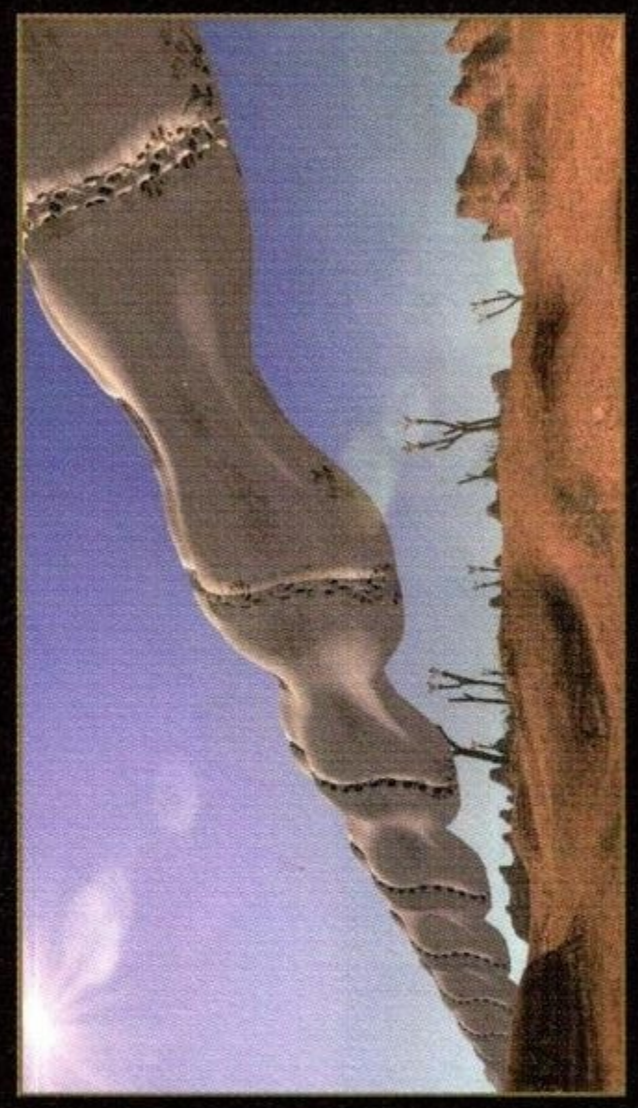
For those who visit, this vast world will offer days of thrilling adventure.

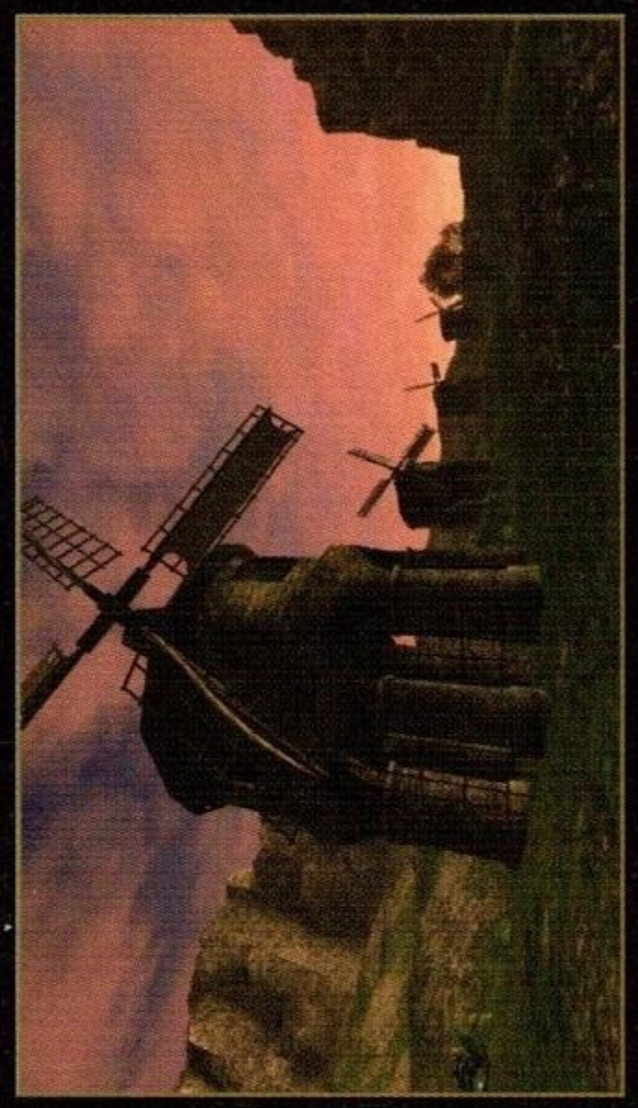
And the stories woven from those days,

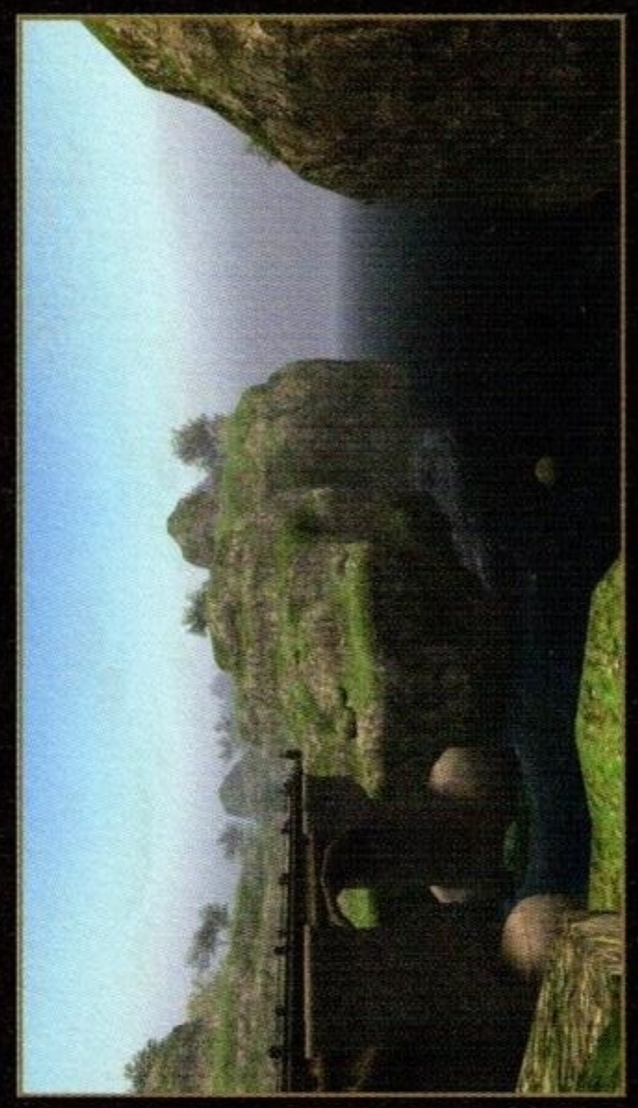
The shining stones will continue to capture those stories.

As memories etched into Vana'diel.

Now, please turn the page. See with your own eyes the memories of the world reflected in these shining stones. Tragedies brought about by human actions. The mirage of ancient ambitions that even the world disregards. The primordial curse hidden within the truth of creation. A secret treasure that brings about the devastation of a war between the gods. Timeless schemes ———and the divine soldiers of Dawn. Now is the time to unravel the hundreds of stories hidden within Vana'diel.







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Rise of the Zilart™

Chains of Promathia™

Treasures of Aht Urhgan™

Wings of the Goddess™

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In this book, the types of Missions and Quests are indicated using the following abbreviations:

Kingdom of San d'Oria Missions	San d'Oria M1-1
Republic of Bastok Missions	Bastok M1-1
Federation of Windurst Missions	Windurst M1-1
Three Nations Missions	M2-3 of the Three Kingdoms
Rise of the Zilart Missions	Zilart M01
Chains of Promathia Missions	Promathia 1-1
Treasures of Aht Urhgan Missions	Aht Urhgan M01
Wings of the Goddess Missions	Altana M01
Kingdom of San d'Oria Quests	San d'Oria Q01
Republic of Bastok Quests	Bastok Q01
Federation of Windurst Quests	Windurst Q01
Grand Duchy of Jeuno Quests	Jeuno Q01
Other Quests	Other Q01
Frontier Quests	Frontier Q01
Treasure of Aht Urhgan Quests	Aht Urhgan Q01
Wings of the Goddess Quests	Past World Q01
Special Events	Special 01

Chapter 1

Basic Guide

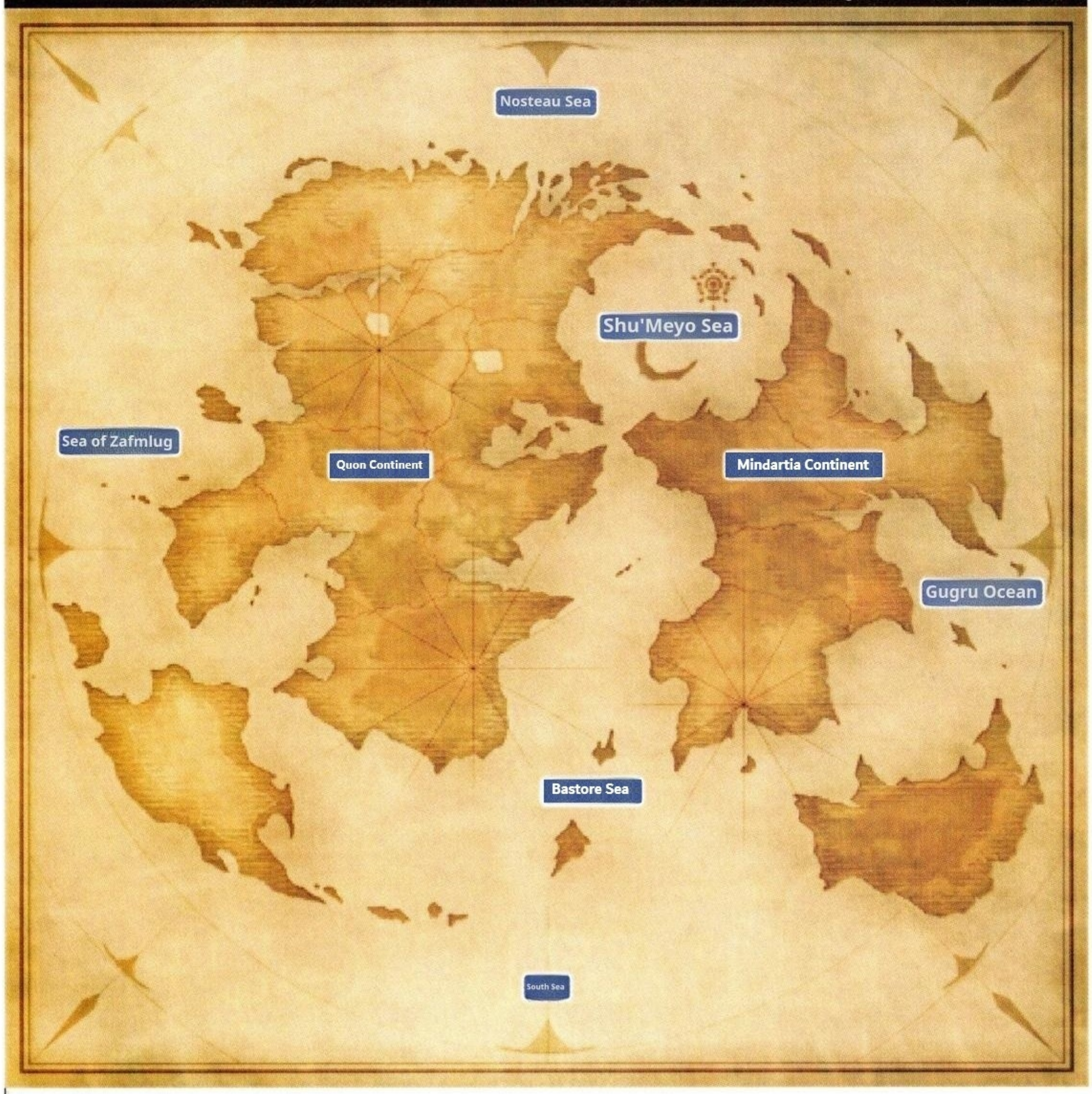
Basic Guide

Overview of Vana'diel

Vana'diel: Basic Guide

Vana'diel, where the story of Final Fantasy XI unfolds, is a beautiful world said to have been created from living "stones." As the setting for a grand journey that transcends even time and space, this world awaits the arrival of Adventurers.

The Middle Lands — Quon and Mindartia



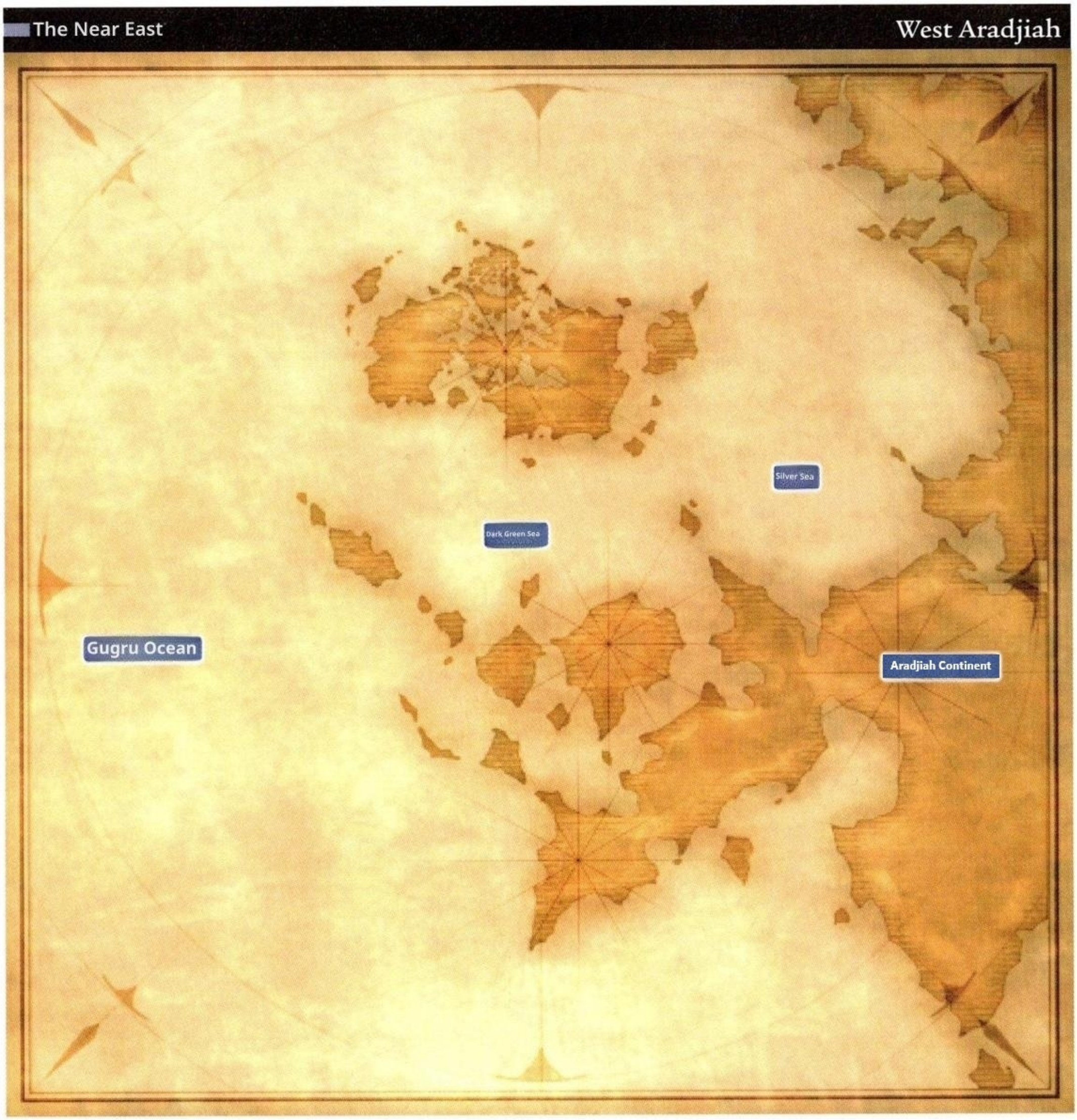
Vana'diel World Map

Vana'diel ·· The Mother Earth Born from 'Stone'

Vana'diel, a world said to have been created from the primordial stone, Crystal. In this world made up of many continents, the story takes place in the "Middle Lands" of Quon and Mindartia, as well as in the "Near East," which lies to the east of the Middle Lands in the western part of the Aradjiah Continent. In these regions, various factions of humans and Beastmen coexist, building and living within their own distinct civilizations.

← The Middle Lands, a region teeming with abundant nature. The Adventurer's story begins when he arrives in one of the three prosperous kingdoms that exist there.

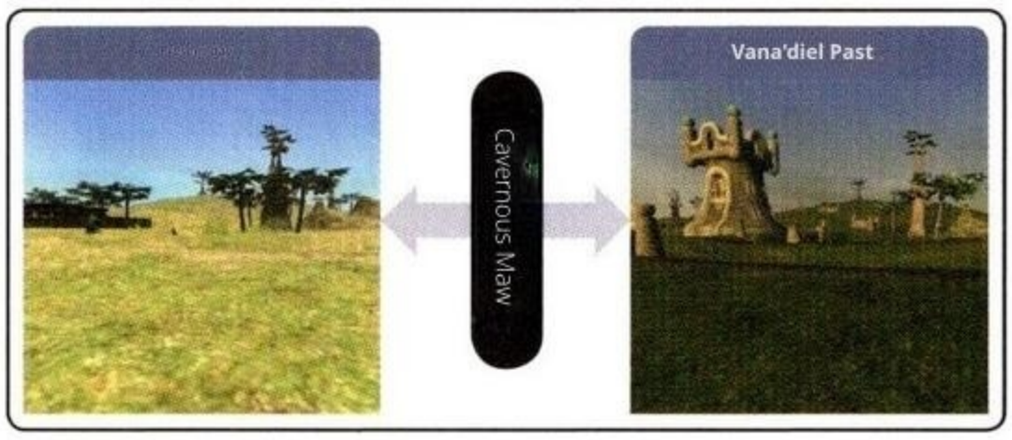
The Near East — West Aradjiah



Vana'diel Past: A Journey Through Time

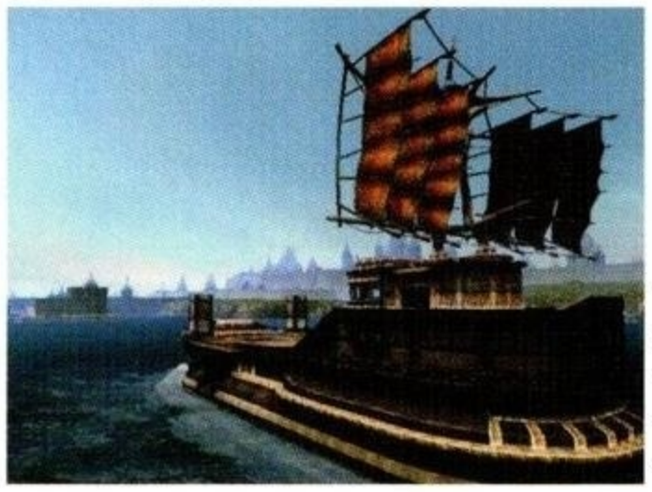
The setting for this adventure is not only vast in terms of space, but also extends back in time to the "Vana'diel Past," a world more than 20 years before the present day. Vana'diel Past refers to the Middle Lands at the time when The Crystal War, a great war between humans and Beastmen, broke out, and traces of the war can be seen everywhere. Players can travel between the present and Vana'diel Past through a mysterious gateway called the "Cavernous Maw," but the mechanism behind it is unknown.

Comparison of the Scenes in Vana'diel Present and Vana'diel Past



A Vast World: Remote Regions Glimpsed through People's Stories

In addition to the Quon Continent and the Mindartia Continent, Vana'diel is home to many other continents and islands. Just like in the Middle Lands, humans and Beastmen live in these "Outlying Regions," and distinct cultures have developed in each of their unique environments. Stories of life in these remote regions are told by those familiar with them, but, with the exception of a few areas, no official means of travel have been established.



← The Aradjiah Continent, the only place officially connected to The Middle Lands by a shipping route. However, only a very small number of areas can actually be visited.

Far North

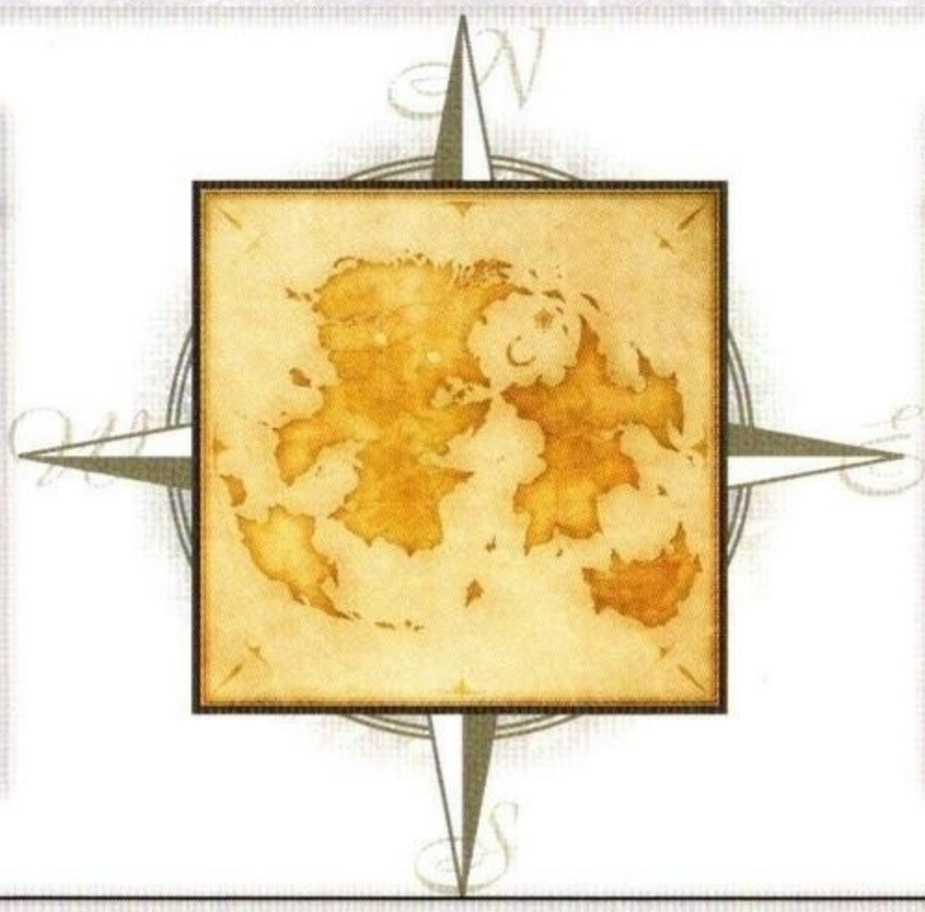
Far North

Located to the north of the Middle Lands, beyond the Nosteau Sea, this region is made up of the continent of Rhazowa and the islands around it. This region is extremely cold, and most of it is under the rule of the Orcish Empire. It is also home to Gigas tribes and a brave Hume tribe known as the "Vikings." Incidentally, it is said that Elvaan of San d'Oria came to the Quon Continent from this region.

Far West

Far West

An archipelago located in the Sea of Zafmlug to the west of the Quon Continent, centered on Adoulin Island. It is governed by the Sacred City of Adoulin and has long maintained particularly good relations with the Kingdom of San d'Oria. Far to the west of Adoulin Island, the existence of the Ulbuka Continent, also known as the New World, has been confirmed, but little is known about it.



Far East

Far East

A region centered on the Aradjiah Continent, which lies to the east of the Mindartia Continent across the Gugru Ocean. The Empire of Aht Urhgan, a major power in the Near East with territories in the western part of the continent, and a country known as "The Far East," which encompasses the easternmost part of the continent and a group of islands, are vying for supremacy. This region has influenced The Middle Lands since ancient times, and in recent years, official shipping routes approved by Windurst have been established here.

Far South

Far South

A region located southwest of the Aradjiah Continent, consisting of the Olzhirya Continent and the surrounding islands. The outer edge of the continent is ruled by the Gha Naboh Matriarchate, known as the homeland of Mithra, while the inland desert region is controlled by the Antica people. Furthermore, it is said that some of the surrounding islands, such as Tsahya and Zhwa, are territories of the Empire of Aht Urhgan.

Myth and History: The Memories of Vana'diel

The Story of Creation and Ancient Memories

■ Creation from Stone

According to the creation myth commonly known in Vana'diel, the world was created from beautiful, living stones. The radiance of the stones dispelled Darkness, filled the world with life, and gave birth to the great gods. A happy era filled with Light continued for a long time, but it is said that the gods later fell asleep in "Paradise." Afterward, the ancient people, descendants of the gods, remained.

■ Ancient Sinners

After that, the ancient people sought to enter the gods' "Paradise," but they were punished by the guardians of the Gates of Paradise and perished. After awakening briefly, Goddess Altana was saddened by the state of the devastated world and shed five tears. It is said that from those tears, new life was born in the form of the five human races, and thus the Age of Humans began.

← Throughout Vana'diel, "Mothercrystals," created from the primordial stone, still exist and continue to shine.

→ It is said that, at the same time as humans were created, Promathia also created the Beastmen. Generally, Beastmen are hostile to humans.

Human History

■ Formation of Nations

Immediately after the birth of humans, the Beastmen flourished during a period of chaos in the Middle Lands. However, as time passed, various nations emerged one after another, including the Federation of Windurst, a magic nation founded by the human tribes of Tarutaru and Mithra, the Kingdom of San d'Oria, a knightly nation established by the Elvaan tribe, and the Republic of Bastok, an industrial nation created through the cooperation of the Hume and Garka tribes. The city-state Grand Duchy of Jeuno also emerged, and, although these nations were in conflict with one another, it seemed that they would achieve great prosperity.

■ From War to a New Era

After the unprecedented war between humans and Beastmen, known as The Crystal War, the countries of the Middle Lands were left exhausted. It was during this time that Adventurers, a group of independent individuals, emerged. One after another, countries began to hire Adventurers to help them solve various problems, and thus an era arrived in which Adventurers became the key players in shaping the world.

← In the Middle Lands, there are four human nations. In the past, these nations were at war with one another, but today they maintain a cooperative relationship.

→ The Crystal War, in which the Shadow Lord declared the extermination of humanity, has been passed down as a tragic story from the time it ended, about 20 years ago, to the present day.

◆ Vana'diel: A Brief Chronology

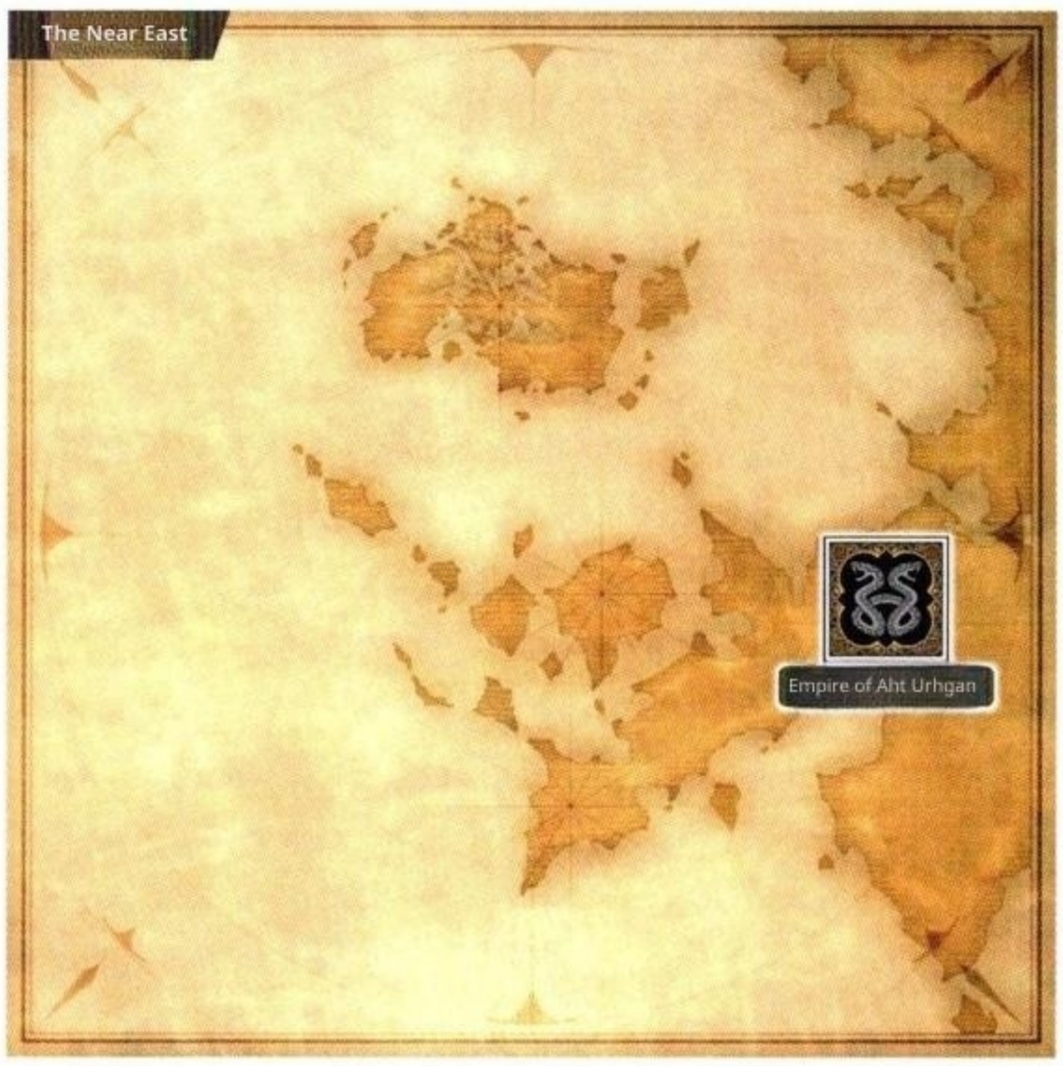
Crystal Era (C.E.)	
Year 219	**Rimilala, a girl from Tarutaru, discovers Magic**
Year 294	**Star Sibyl Tukuku unites the Tarutaru tribes, and the Federation of Windurst is established**
Year 385	**385: Ramfort d'Oraguille declares the unification of Elvaan, and the Kingdom of San d'Oria is established.**
Year 413	**With the joint approval of the Kingdom of San d'Oria and the Federation of Windurst, the Marquisate of Tavnazia was established.**
Year 494	**Mine workers united and established the Republic of Bastok. Mayer the Ironhand is elected as the first President for Life.**
854	**The Trilateral Joint Northern Expedition is dispatched to Valdeaunia.**
855	**A Shadow Lord appears in the land of Valdeaunia. Unites the Beastmen and forms the Beastman Confederate**
859	Kam'lanaut, the representative of Jeuno, is conferred the title of Grand Duke by the leaders of each nation. The Grand Duchy of Jeuno is established.
April 862	**The Shadow Lord declares the extermination of humanity and sends the Beastman Confederate to invade Norvallen. The Crystal War breaks out**
September 862	**In response to Kam'lanaut's call, the Altana Allied Forces, which unify the armies of the human kingdoms, are formed.**
864	**The various nations jointly declare the end of The Crystal War.**
865	**Based on a proposal from the Grand Duchy of Jeuno, the four nations agreed to continue their cooperative relationship. Initiation of the Concord of Altana**
875	**Regular Airship service between the capitals of the Altana Tri-Nation and Jeuno begins**
883	Kam'lanaut advocates a Conquest policy
Year 884	**Each country officially recognizes a civilian occupation called "Adventurer"**

Nations and City-States

Nations and Burghs

Over the course of approximately 900 years since the beginning of recorded history, many independent nations and autonomous cities have emerged in Vana'diel, primarily in The Middle Lands. While interacting with one another, these nations and cities have each developed in their own unique way.

The human nations that serve as the setting for the Nation story



The Four Nations of Altana: The Middle Lands

In the Middle Lands, which consist of the Quon Continent and the Mindartia Continent, four nations ruled by the human race are currently prospering. Although these four nations had once been at war with one another, they united to form the Altana Allied Army in response to the unprecedented conflict between humans and Beastmen known as "The Crystal War." Even after the war ended, they formed the Concord of Altana, a trade agreement, and, although they keep each other in check, they maintain a cooperative relationship as fellow human nations.

← The Altana Four Nations form a union led by the Grand Duchy of Jeuno. However, perhaps due to the lingering effects of past conflicts, it is rare for them to act in unison.

The Near East: A Great Region Shaken by War

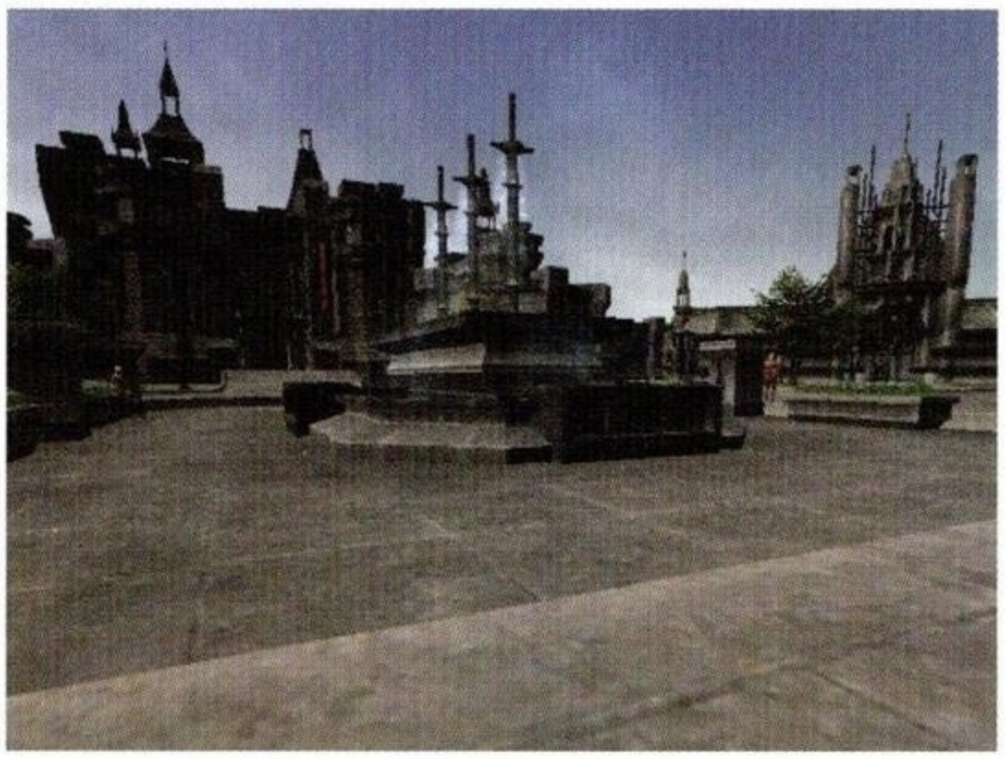
The western part of the Aradjiah Continent—what is known as the Near East—is entirely under the rule of the Empire of Aht Urhgan. However, the Empire's control does not extend over the entire region. In fact, due to civil wars instigated by Beastmen barbarian tribes, there are quite a few areas where these tribes have effectively taken control. Until 200 years ago, a nation called the Kingdom of Ephramad existed in and around Al Zahbi, the western capital of the Empire. However, it came into conflict with the Empire over maritime rights and was conquered and destroyed.

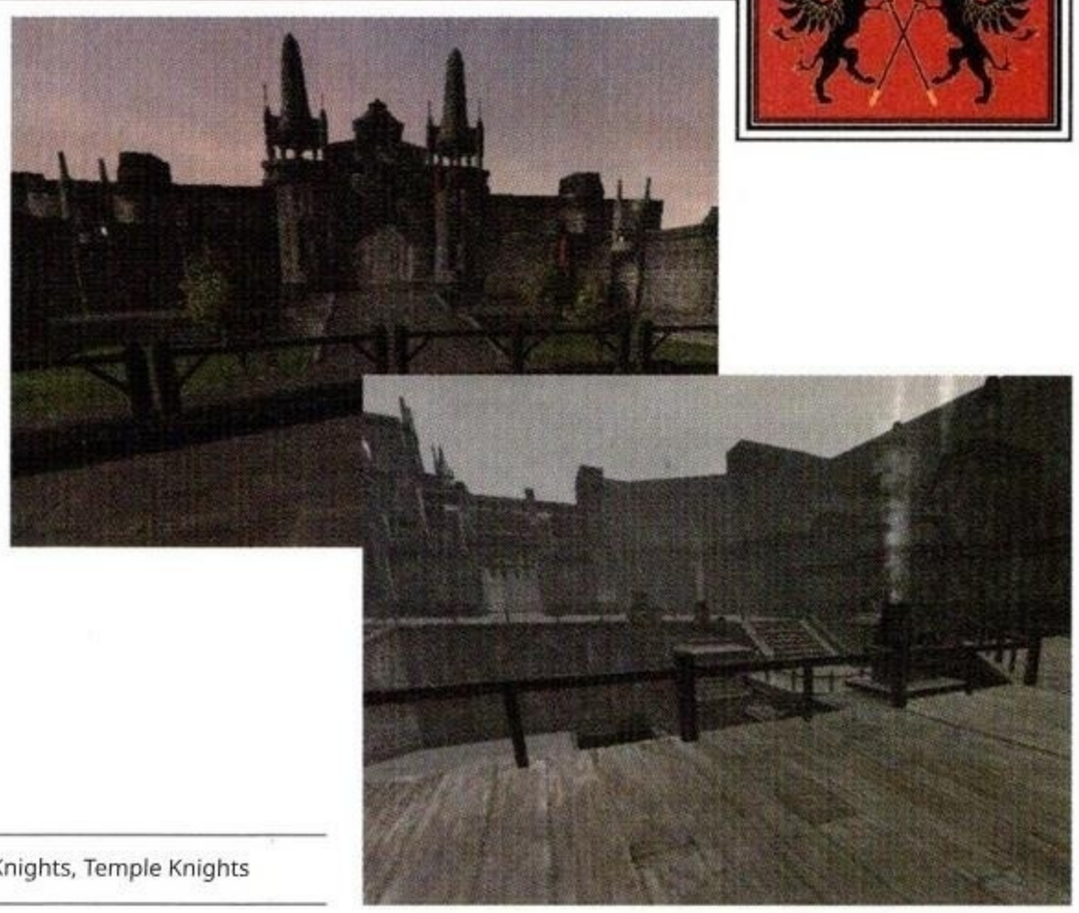
Other Countries in the Outlying Regions

In addition to the countries mentioned so far, several other nations also exist in the remote regions. Some of the most notable examples include the country known as "The Far East" in the east, the Gha Naboh Matriarchate in the south, and the Sacred City of Adoulin in the west.

Kingdom of San d'Oria

The Kingdom of San d'Oria





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Political system: Feudal system Capital: San d'Oria Main military organizations: Royal Knights, Temple Knights

Overview: A Land of Valor and Faith

A country that rules the forested regions in the northern part of the Quon Continent. It is a mono-ethnic nation where Elvaan make up 80% of the total population. Known as a knightly kingdom with a powerful knight order, it is also the seat of the San d'Orian Church, which worships the Goddess Altana. At one point, it was a power that claimed dominion over the entire Quon Continent. However, it declined following the rise of the Republic of Bastok, which surpassed it in technological prowess, the Age of Two Dynasties —a period of civil war that divided the country—and The Crystal War. Today, it would not be an exaggeration to say that the country is at the height of its exhaustion.

← San d'Oria, the royal capital where knights, armed with swords and clad in armor, stride with pride. Perhaps reflecting this past, the national character is simple and robust, highly respectful of tradition, and at times somewhat exclusive.

Politics: Dual Rule by the King and the Church

Since its founding, San d'Oria has operated under a feudal system, with the head of the House of d'Oraguille serving as king at the top. In practice, the country has been governed primarily through joint deliberations between the two chambers, the Council of Nobles and the Council of Commoners, with the Council of Lords sometimes also providing guidance. At the same time, due to the deeply religious nature of the populace, one of the country's characteristics is that the San d'Orian Church holds significant secular authority. In recent years, its authority has grown so strong that it now rivals that of the monarchy.

Head of State: Destin R. d'Oraguille

Military System: Two Major Orders of Knights

As the name "Knights' Kingdom" suggests, the core of the San d'Oria military is formed by two major orders of knights: the Royal Knights and the Temple Knights. Most importantly, the two orders do not get along well due to differences in their duties and other factors. In addition to these two main orders, there are also the Royal Guard, which protects the royal family, the Provincial Knights in each province, and the Mercenary Knights, who serve as temporary troops.

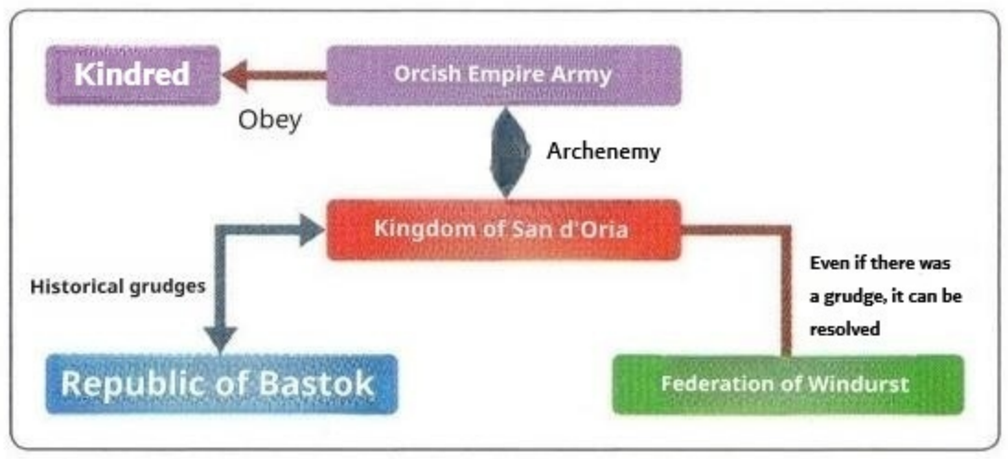
◆ **Characteristics of the two major orders of knights**

Royal Knights	Temple Knights
● Established in Crystal Era (C.E.) 391	● Established in Crystal Era (C.E.) 424
● Their main duties include guarding the borders, conducting military expeditions, and subduing the Beastmen; they are also known as the "Sword of San d'Oria."	● Their main duty is to maintain law and order in the royal capital, and they are also known as the "Shield of San d'Oria"
● A unit directly under the King's command, sworn to loyalty to the King	● They are a subordinate organization of the San d'Orian Church, and large-scale mobilization requires the Pope's permission.
● In times of war, they form the main force of the Kingdom of San d'Oria's army.	● Also serves as a supervisory body for the Royal Knights in times of war

A shift in the country's closed-off diplomatic attitude

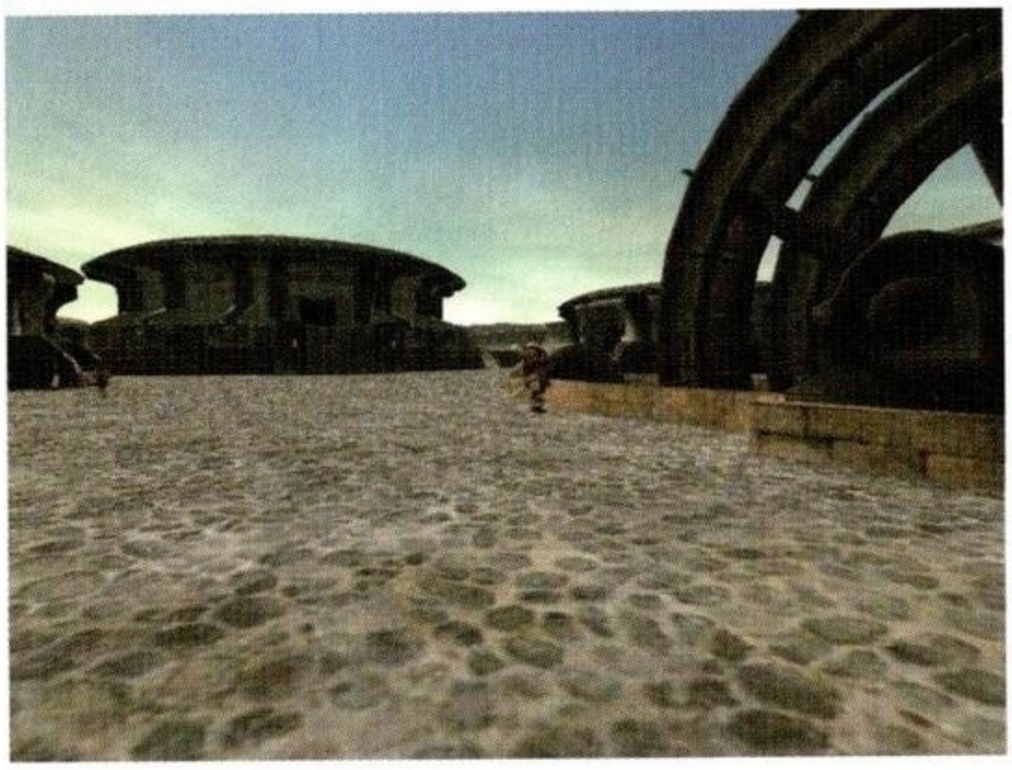
In the past, the Kingdom of San d'Oria had a self-righteous and closed-off attitude toward other countries. However, in recent years, partly due to a succession of enlightened kings, the Kingdom's attitude has softened. Against this backdrop, the Quon Army of the Orcish Empire, which invaded from the northern continent of Rhazowa, has been a long-standing enemy for nearly 400 years, and fierce battles have continued between the two sides to this day.

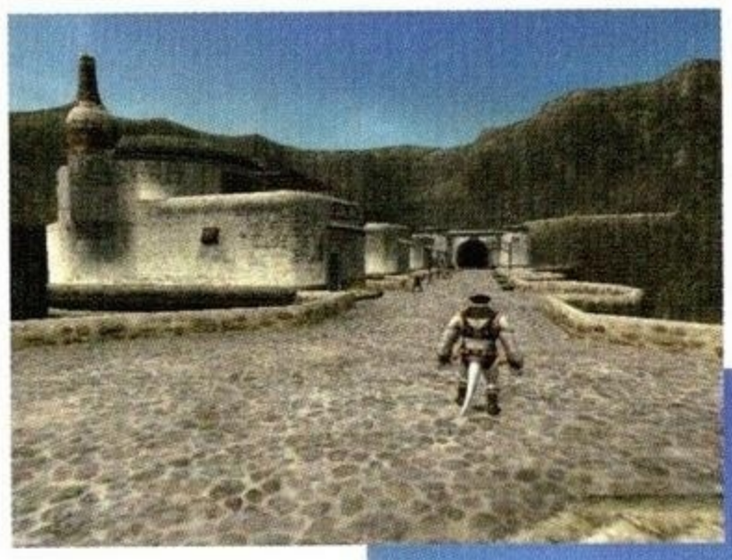
◆ **Organization Chart of the Kingdom of San d'Oria**



Republic of Bastok

The Republic of Bastok





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Political system: Republic Capital: Bastok Main military organizations: Republican Legion, Iron Musketeers

Overview: An industrial nation with a highly developed industrial sector

About 400 years ago, the technically skilled Hume people and the physically strong Galka people joined forces to establish a nation in the southern part of the Quon Continent. Although it is a relatively new nation with a shorter history than San d'Oria or Windurst, the economic acumen of the Hume, who make up about 70% of the population, along with the Galka's mining development and extraction of mineral resources, have led to the country's rapid development. However, the Hume hold the real power in commerce, industry, and politics, and the Galka tend to be at a disadvantage within the country.

← Mineral resources are the Republic's sole and greatest asset, stemming from its arid land. To make effective use of these resources, activities such as the development of new metals are being carried out in the country on a daily basis.

Politics: The President governs the country for a fixed term

This country operates under a republican system, where the president is elected every few years from among the citizens of Hume. The current president is Richter Karst, who took office on the recommendation of Chief Engineer Cid. In terms of administration, a bureaucratic system has been established, with four main ministries—the Ministry of Mines, the Ministry of Industry, the Ministry of Commerce, and the Ministry of Military Affairs—as well as numerous sub-divided agencies. In recent years, political corruption, characterized by a focus on personal and departmental gain, has become increasingly serious.

Head of State: Richter Karst

Military system: The national army is made up of various organizations of different sizes.

Broadly speaking, the Bastok military is divided into the Republican Legion, which is the regular army, and three musketeer regiments, which are the operational units of each ministry. The Republican Legion is made up of conscripted Republican citizens and Adventurers, who are not professional soldiers. Its total strength is nearly 40,000, but less than two-thirds of that number are actually in active service.

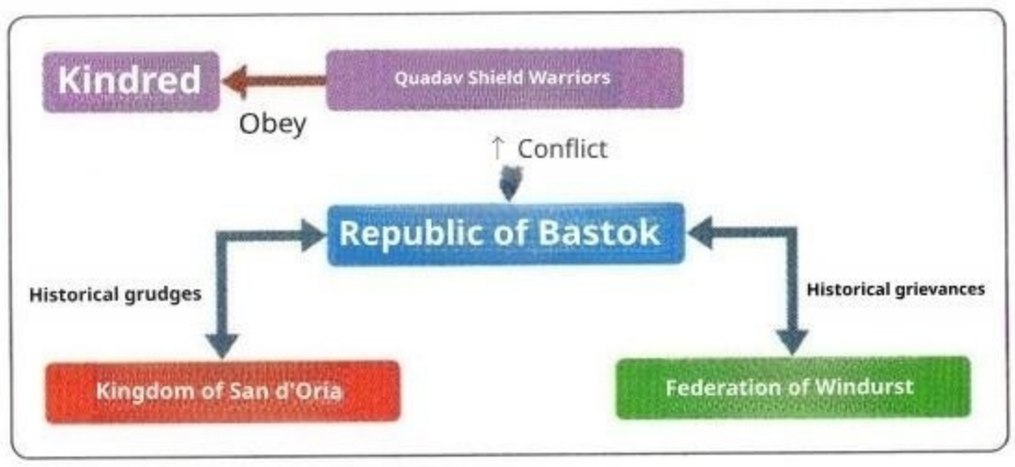
◆ Characteristics of each organization

Organization Names	Overseeing Ministry	Characteristics
Republican Legion	Ministry of Military	The largest corps in the national armed forces. There are a total of four corps, and each corps has approximately 10,000 soldiers.
Iron Musketeers	Ministry of Industry	A unit with a troop strength of approximately 4,000 soldiers. They are mainly dispatched to subdue Quadav.
Gold Musketeers	Ministry of Mines	An armed survey corps whose main mission is to discover promising mineral veins. Their troop strength is around 2,500.
Mythril Musketeers	Office of the President	A unit directly under the President. Composed of five handpicked individuals (→p. 74).

Diplomacy: The Conflict with Quadav, Unhealed Scars of Battle

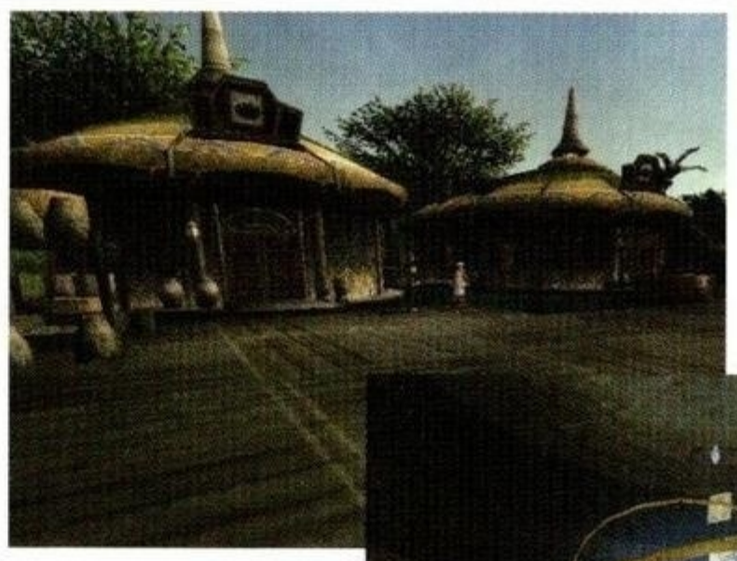
Since the battle over Palborough Mines, Bastok has been in a long-standing conflict with the Beastmen of Quadav, an indigenous people of the southern Quon Continent. Furthermore, although Bastok is allied with San d'Oria and Windurst, there appears to be an invisible rift between them due to past conflicts—with San d'Oria in the Second Battle of Konschtat and with Windurst in the Battle of Elshimo.

◆ Organization Chart of the Republic of Bastok



Federation of Windurst

The Federation of Windurst



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Form of government: Federal system Capital: Holy City of Windurst Main military organizations: Combat Casters, Mithra Mercenaries

Overview: A magical land protected by the Star Moon

A federal state that governs the southern part of the Mindartia Continent. Here, the Tarutaru people, who worship the Star Moon, live side by side with the Mithra people, who migrated from the south. Using Magic, the Tarutaru's ancestral art, as their Weapon, they ruled over The Middle Lands at the height of their power. However, after Magic was passed on to other races and they suffered heavy losses in The Crystal War, they fell into decline. However, with The Five Ministries, institutions that study the five branches of learning, at its core, the nation was reborn as a major academic power. Today, Vana'diel is a cultural nation where the study of Magic is most advanced.

← A holy city where you can occasionally spot Cardians, soldiers powered by Magic. Perhaps reflecting the tranquil spirit of Tarutaru, the city is enveloped in a peaceful atmosphere.

Politics: Governance Based on Divine Oracle and Consensus

In Windurst, a nation founded, according to legend, under the guidance of the stars, the Star Sibyl, the supreme leader, holds great authority based on the celestial oracles she receives through Star Reading. Based on these oracles, the country is governed by consensus through various councils, including the Parliament of Patriarchs, which is made up of representatives from the various Tarutaru tribes, the Council of Ministers, and the Council of Oracles. Meanwhile, the Mithra within the country are granted self-governance, and they live under the leadership of their chieftain, Perih Vashai.

Head of State: Star Sibyl

Military System: An Organization Leveraging the Strengths of Two Races

The Windurst Army is made up of the Combat Casters, an elite Tarutaru unit possessing powerful magical abilities, and the Mithra Mercenaries, a Mithra unit skilled in close combat. These two corps are operated under the command of the Grand Chancellor, the supreme commander appointed by the members of the Parliament of Patriarchs. In addition, the Patriarch Protectorate, an independent military force, provides protection for the Star Sibyl and key members of the Parliament of Patriarchs.

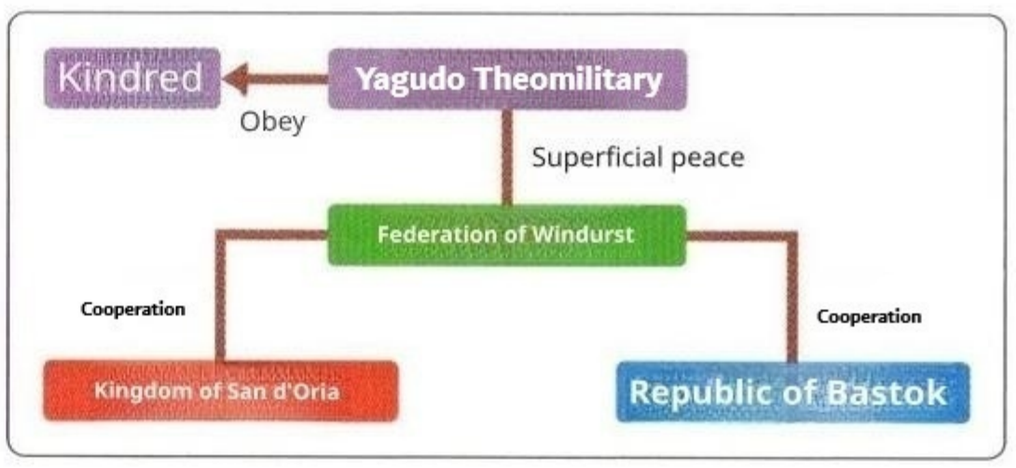
◆ **Characteristics of the Combat Casters and the Mithra Mercenaries**

Combat Casters	Mithra Mercenaries
● A small but elite force ● **Consists of a total of 12 legions, each named after one of the twelve constellations of the zodiac** ● Possess excellent Magic Attack and are deployed as a force that can turn the tide of battle	● **The main force, which makes up the majority of the army.** ● In peacetime, the corps is made up of four legions, each named after an animal. ● **Although it is a standing army, in consideration of the Mithra's nature, who dislikes being bound by restrictions, it is nominally formed as a "Mercenary" force.**

Peace Protected by an Unequal Diplomatic Treaty

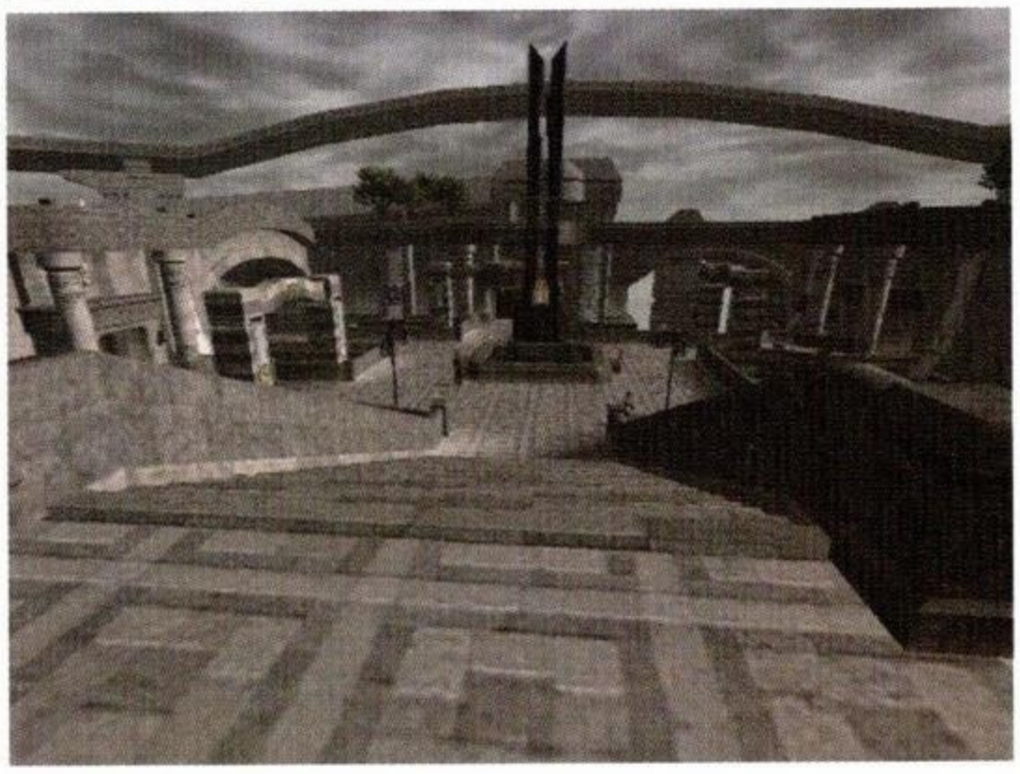
Tarutaru, a nation that dislikes conflict, not only cooperates with the other Altana Alliance nations but also maintains diplomatic peace by signing a peace treaty with its long-standing enemy, the Yagudo Theomilitary. However, the treaty with Yagudo is an unequal one, based on the premise that Windurst unilaterally offers tribute to Yagudo. Therefore, there are many who criticize the Star Sibyl for showing weakness by signing the treaty.

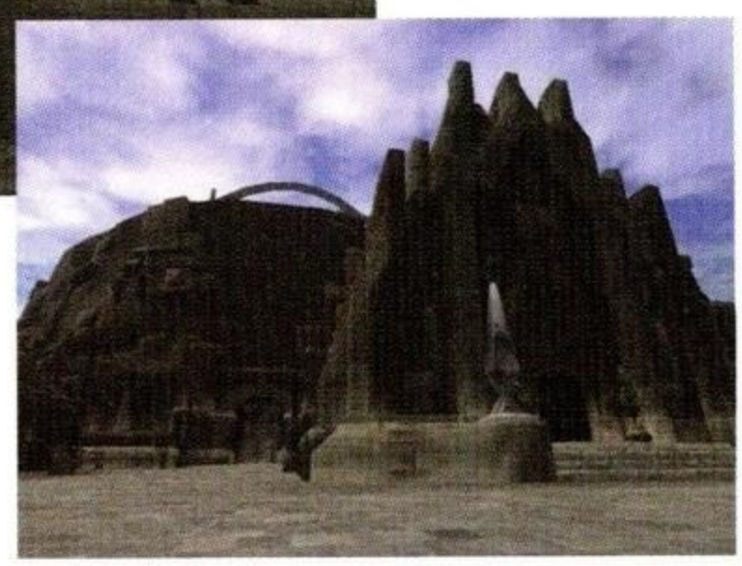
◆ **Relationship chart of the Federation of Windurst**



Grand Duchy of Jeuno

The Grand Duchy of Jeuno



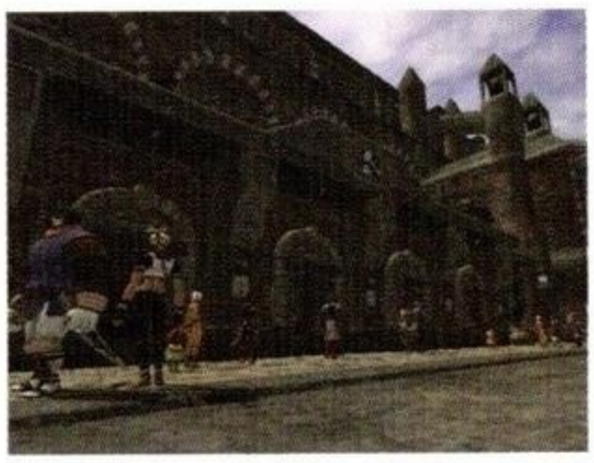


DATA

Form of government: Grand Duchy under direct rule by the Grand Duke／Main military organizations: Grand Duke of Jeuno's Guard, Jeunoan Guards

Overview: Leader of the Altana Nations

An economic powerhouse built on Heaven's Bridge, which spans The Middle Lands. Originally a quaint fishing village, it has developed rapidly since Kam'lanaut was appointed its leader about 30 years ago. Recognized by the three nations for its global contributions in areas such as technology transfer and economic development, it achieved independence as a city-state. Subsequently, during The Crystal War, a conflict that threatened the very existence of humanity, Juno advocated for the Altana Alliance and helped lead the human side to victory. Partly because of this, it is still revered today as the leader of the Altana nations.



← Jeuno, a key transportation hub connecting the continents of Quon and Mindartia and also the base for regular Airship flights. Therefore, these days, it is also known as a country where Adventurers gather.

Politics: The Grand Duke personally handles state affairs.

In Jeuno, there is an administrative body led by Prime Minister Esha'ntarl, as well as councils such as the Merchants' Consortium and the Maritime Guild, which are made up of influential citizens. However, overall, Grand Duke Kam'lanaut of Jeuno, together with his younger brother Eald'narche, personally manages the nation's affairs. However, Grand Duke Kam'lanaut mainly uses his excellent skills in the field of global diplomacy, while most of the country's internal affairs, such as governance, are handled by the parliament.

Head of State: Kam'lanaut

Military system: A small, elite force befitting a city-state

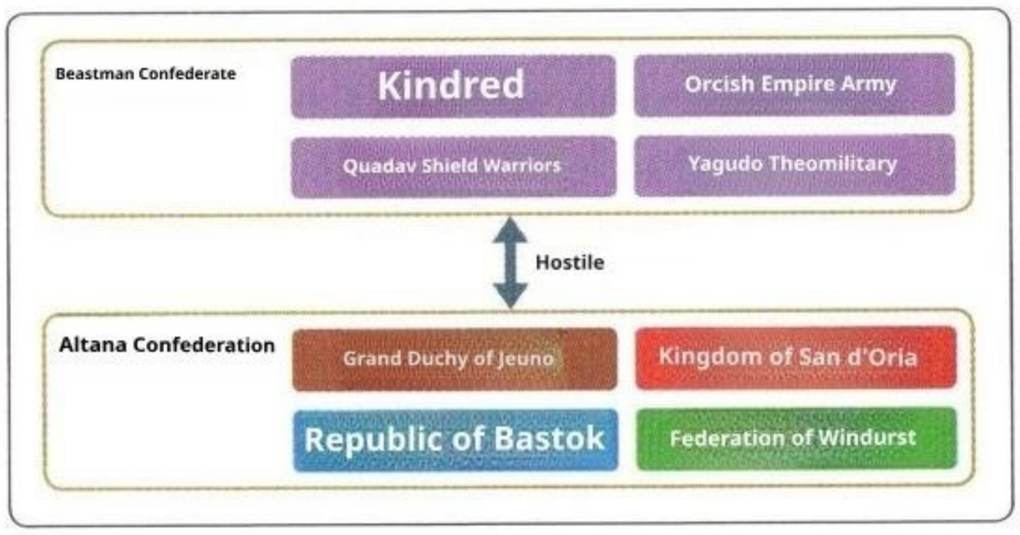
Although Jeuno is the leading nation of the Altana Quadruple Alliance, as a city-state, it does not maintain a large military. Although Jeuno, a city-state, does not maintain a large army, it does have two organizations that serve as a quasi-military force: the Grand Duke Kam'lanaut's Personal Guard, which protects the Grand Duke, and the Jeunoan Guards, which patrol the city. However, both of these units are kept to the minimum number of troops necessary.

← In addition to protecting the Grand Duke, the Grand Duke's Guard also serves as a diplomatic liaison. Commander Wolfgang will also attend the Summit of the Four Nations of Altana as its chair.

As the leading nation of the Diplomatic Alliance,

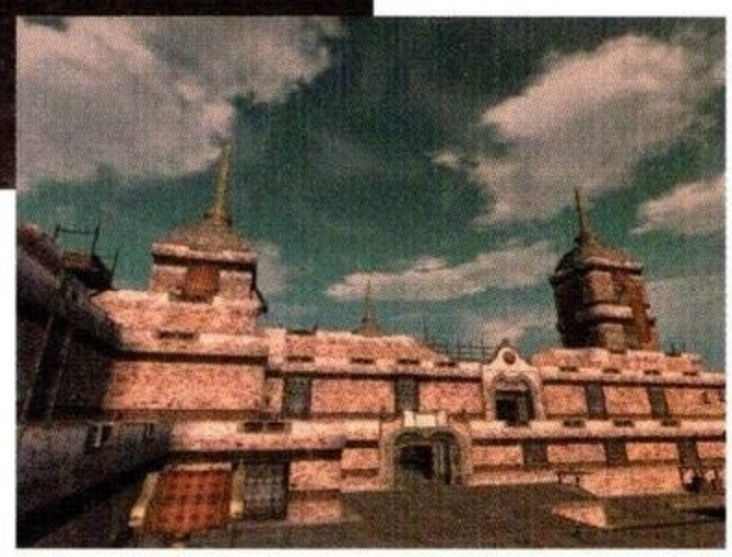
Jeuno plays a central role in the cooperation and development among the four Altana nations. Jeuno has significant influence, to the extent that the other Altana nations are actively working to strengthen their relations with Jeuno. However, in order to maintain its neutral position, Juno does not favor any particular country. Of course, as the representative of the human nations, Juno is in conflict with the various Beastmen factions.

◆ **Relationship Chart of the Grand Duchy of Jeuno**



Empire of Aht Urhgan

The Empire of Aht Urhgan



DATA

Form of government: Absolute monarchy Capital: Imperial City of Al Zahbi Main military organization: Imperial Army of Aht Urhgan

Overview: A vast, powerful nation of tigers and wolves

A major power with vast territory located on the Aradjiah Continent, to the east of the Mindartia Continent. The country has two capitals, one in the east and one in the west. The western capital, Al Zahbi, where the Empress, the head of state, resides, is also known as the "Imperial Capital." Armed with military forces that far surpass those of any other nation, it has annexed numerous countries to expand its territory. However, today, due to prolonged warfare with eastern nations and barbarian armies, the country is so exhausted that it lacks the resources even to repair its damaged city walls.

← Recently, the barbarian armies have even been allowed to invade the People's Ward, which lies on the outskirts of the Imperial Capital, and there are rumors that the day of the Imperial Capital's fall may be near.

Politics: The Empress holds dictatorial power.

The Empire is governed by the Empress, an absolute monarch who holds both religious and secular authority. The current Empress is Nashmeira II, the daughter of the former Emperor Jalzahn. However, it is Vizier Razfahd who holds real power over national affairs, and the Empress's personal guard, The Immortals, also act as his arm and hand. It appears that the people's dissatisfaction with the Empress, who has been unable to turn the tide in the war against the barbarian army for an extended period, is growing day by day.

Head of State: Empress Nashmeira II

Military System: Comprised of a diverse range of personnel, including regular soldiers

The Imperial Army is made up of regular soldiers known as the Imperial Army, volunteer soldiers recruited from among the civilian population, the Immortals who report directly to the Empress, and The Serpent Generals, who form the core of the Imperial Capital's defense. In addition, in recent years, Adventurers have been hired as Mercenaries by private mercenary dispatch companies to carry out various public duties.

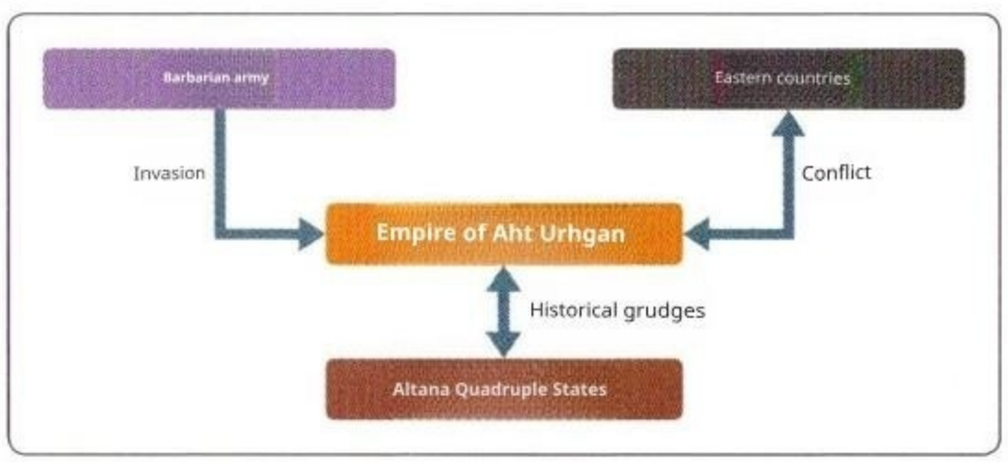
◆ Characteristics of Each Unit

Unit Name	Characteristics
Imperial Army	Regular soldiers in the Imperial Army who are issued high-performance armor. They also receive thorough, high-quality training.
Volunteer Soldiers	Soldiers conscripted from among the residents of the Imperial Capital. They have not received formal training and have relatively low combat capability.
The Immortals	A unit of Blue Mages whose main duties are to protect the Empress and maintain public order (→p. 187).
The Serpent Generals	Five generals who protect The Astral Candescence, the Imperial Realm's most precious treasure. Each of them possesses the ability to single-handedly defeat a thousand enemies.

Diplomacy: Currently at war with numerous powers

The Empire has been at war with the eastern nations for over a decade, and the conflict is currently at a stalemate. For the past four years, the Empire has also been at war with the barbarian army, which used to serve the Empire in the western frontier, over ownership of the sacred treasure, The Astral Candescence. Meanwhile, the Empire has a strained relationship with the four Altana kingdoms because they did not send reinforcements during the Crystal War, and the Empire is now forced to fight alone in a difficult situation.

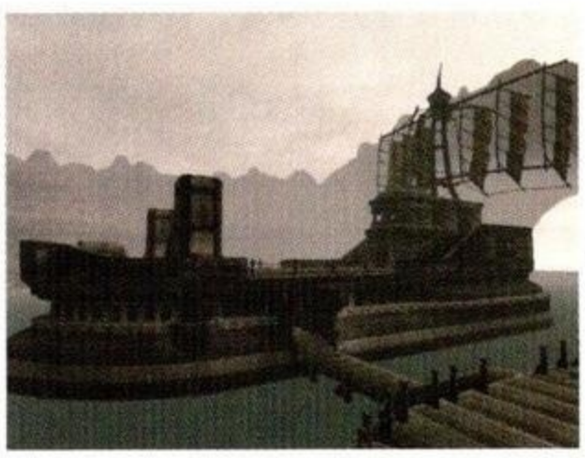
◆ Diagram of the Empire of Aht Urhgan's relationships



Autonomous Cities: Small Urban Areas That Have Developed Independently

Port towns connecting the continents: The Middle Lands

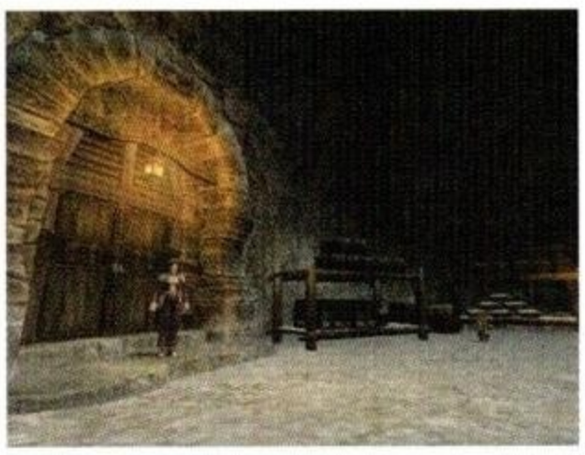
Among the autonomous cities that represent The Middle Lands are Selbina and Mhaura. Both of these settlements are known as port towns with excellent natural harbors, and they established a regular shipping route connecting the two ports at an early stage. They developed significantly as trading ports that facilitated maritime transport between the continents. In the modern era, when airship transport has become widespread, trade has declined, but these towns are still popular as sea gateways to their respective continents.



← The main ferry on the route between Selbina and Mhaura was developed by Cid of Bastok as a high-speed cargo vessel. Although the ride is uncomfortable, it can also transport passengers.

Tavnazian Archipelago: Settlements Lost to History

In the former territory of the Marquisate of Tavnazia, which was destroyed during The Crystal War, lies the Tavnazian Safehold, where survivors of the marquisate live. However, because it is cut off from the mainland, its existence is unknown.



← The Tavnazian Safehold is deeply scarred by the war, but it will gradually be rebuilt as the story of "Chains of Promathia" progresses.

Remote Outpost

On the islands surrounding The Middle Lands—commonly known as the Frontier—there are settlements that are deeply rooted in their respective lands. Some notable examples include Rabao on the Kuzotz archipelago in the southwest of the Quon Continent, and Kazham and Norg on Elshimo Island in the south of the Mindartia Continent. Because of their remote location, these settlements have not been significantly influenced by the continental nations and are each governed and developed independently.

← Among these remote settlements, Kazham, which is particularly large, stands out. Among the regions surrounding the Quon and Mindartia Continents, Kazham has become the largest Mithra settlement.

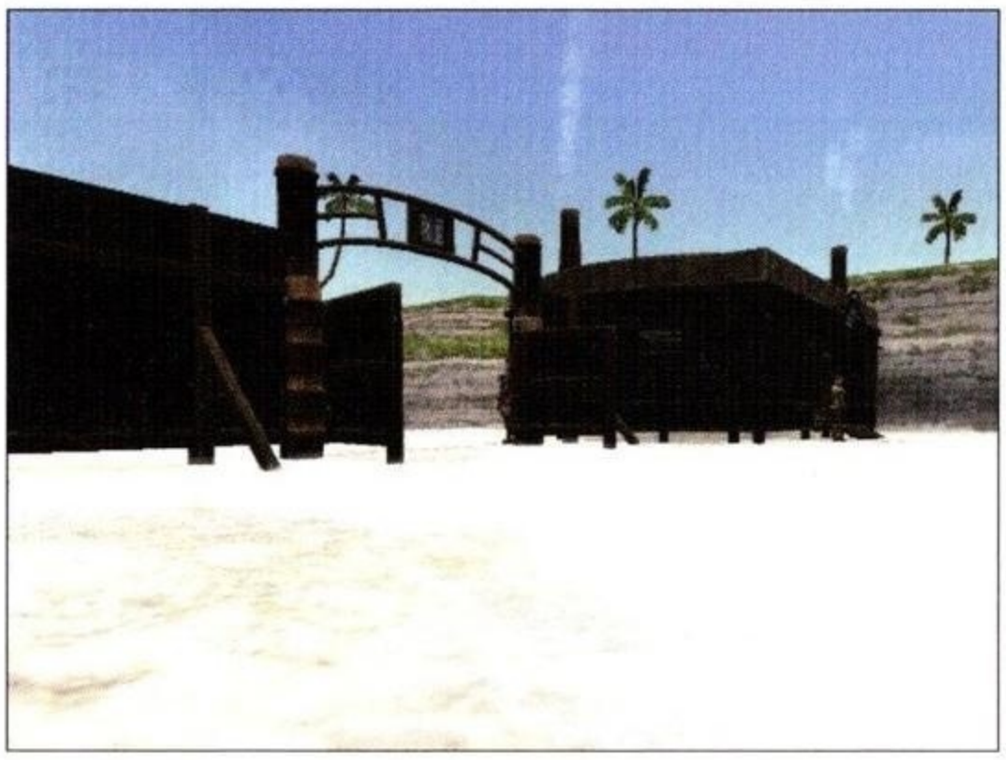
Abandoned Towns in the Near East

In the Near East, a region controlled by the Empire of Aht Urhgan and the Beastmen barbarians, there are no autonomous cities. The only exception is Nashmau, a port town abandoned by the Empire, which is run by the Qiqirn people.

← Nashmau, situated in the fog-shrouded Arrapago Reef. Thanks to the Qiqirn, the town functions as a port, but it lacks the facilities necessary for humans to live comfortably.

Selbina

Selbina

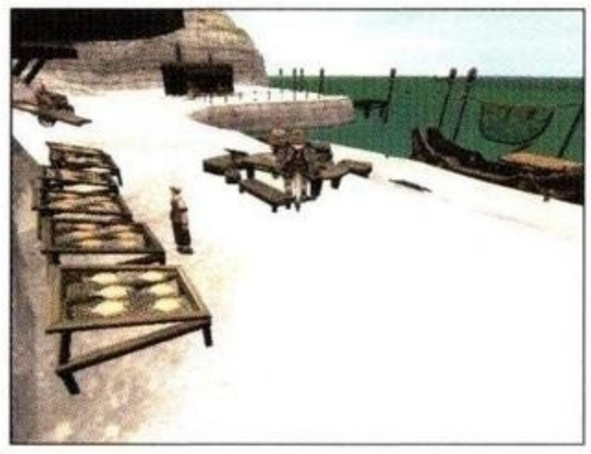


DATA

Main ethnic group: Hume; Friendly nations: None in particular (neutral city)

Overview: A neutral city with one of the most important ports on the Quon Continent

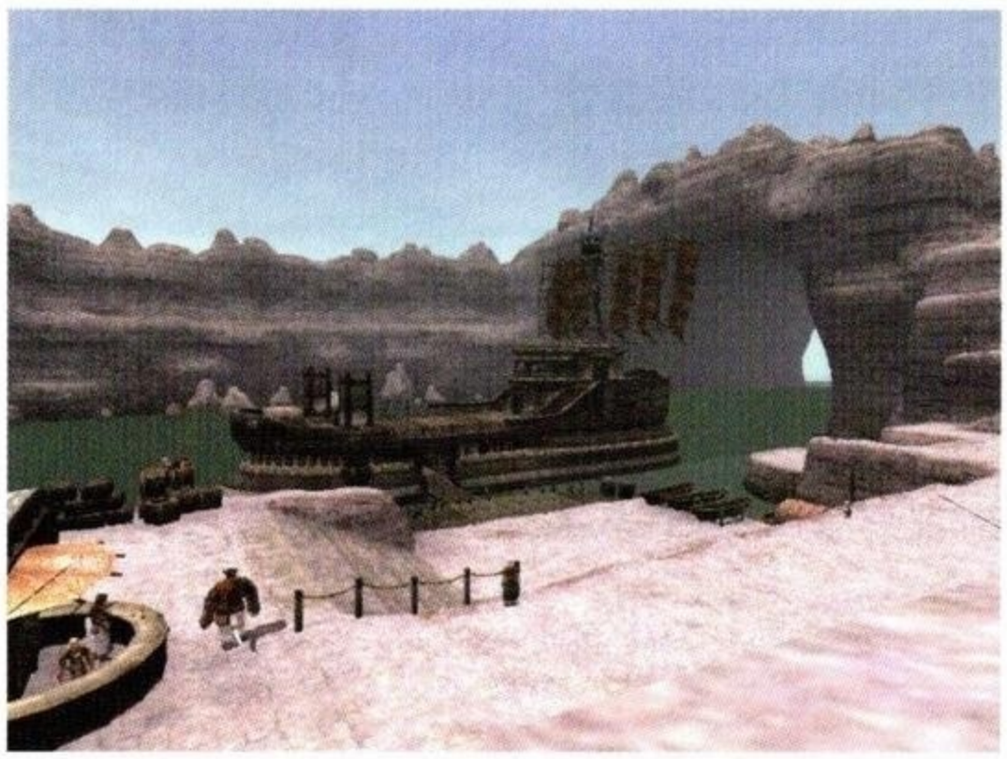
A port city overlooking the Valkurm Dunes. Its origins date back to Crystal Era (C.E.) 769, when the Republic of Bastok built the port. After a shipping route to Mhaura, a port on the Mindartia Continent, was established in Crystal Era (C.E.) 857, the city flourished as a hub for intercontinental trade. Riding on this momentum, the city declared its independence from the Republic of Bastok and became a neutral city in C.E. 862. However, after that, the maritime industry declined due to competition from Airship transport. Currently, the port is gradually transitioning from a trading port to a fishing port.

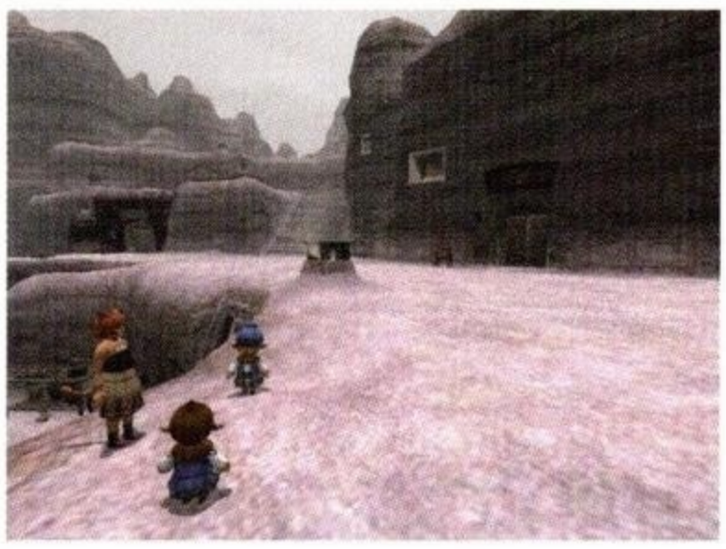


← The explorer who discovered this place was Gwynham Ironheart. It is said that the name "Selbina" was taken from the name of the girl who guided him to this place.

Mhaura

Mhaura





DATA

Main ethnic group: None in particular Friendly nation: Federation of Windurst

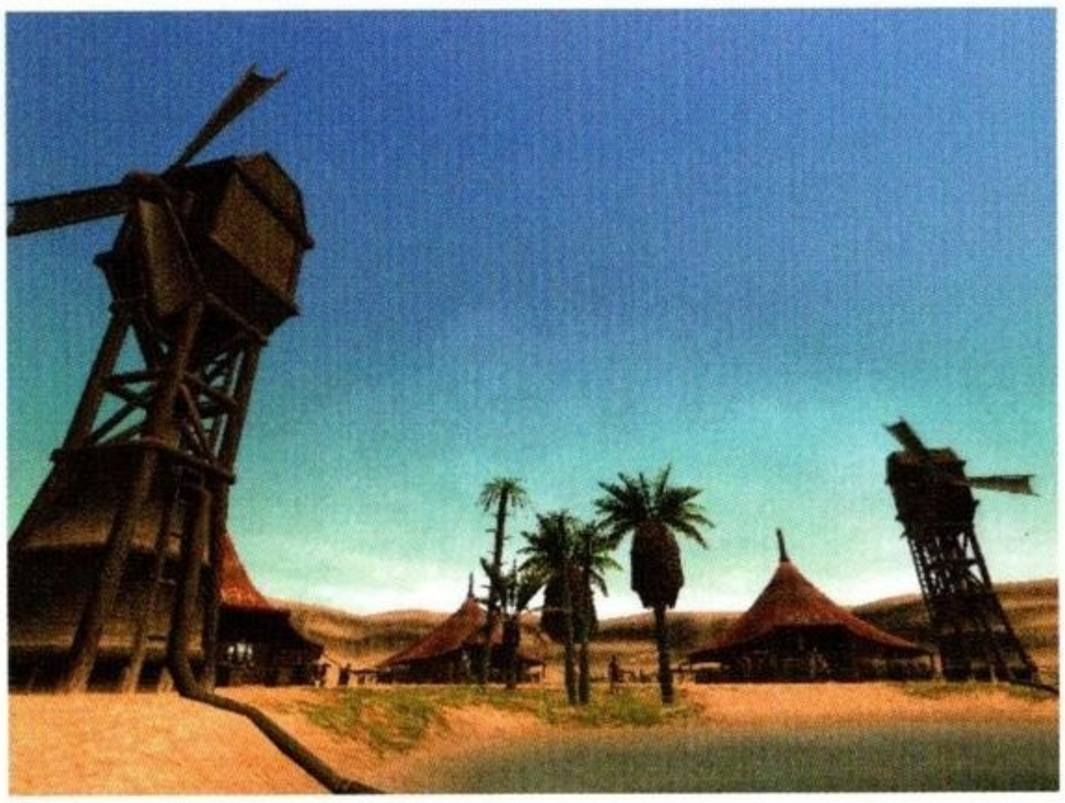
Overview: A seaside gateway with a quaint atmosphere

A fishing village located on the Buburimu Peninsula. Although it is a colony with a governor appointed by the Federation of Windurst, the governor's generous policies have granted the village a high degree of self-governance. This village, where fishermen have lived since ancient times, once bustled with people of various races and occupations as the sea gateway to the Mindartia Continent, following the opening of a shipping route to Selbina and, more recently, the development of an ocean route to the Near East. Today, that bustling activity has subsided, and the village is enveloped in a peaceful atmosphere.

← In Mhaura, what catches the eye are the cave-like dwellings carved into the cliffs. Contrary to appearances, the interior is spacious and comfortable, but it is dimly lit due to the lack of natural light.

Rabao

Rabao



DATA

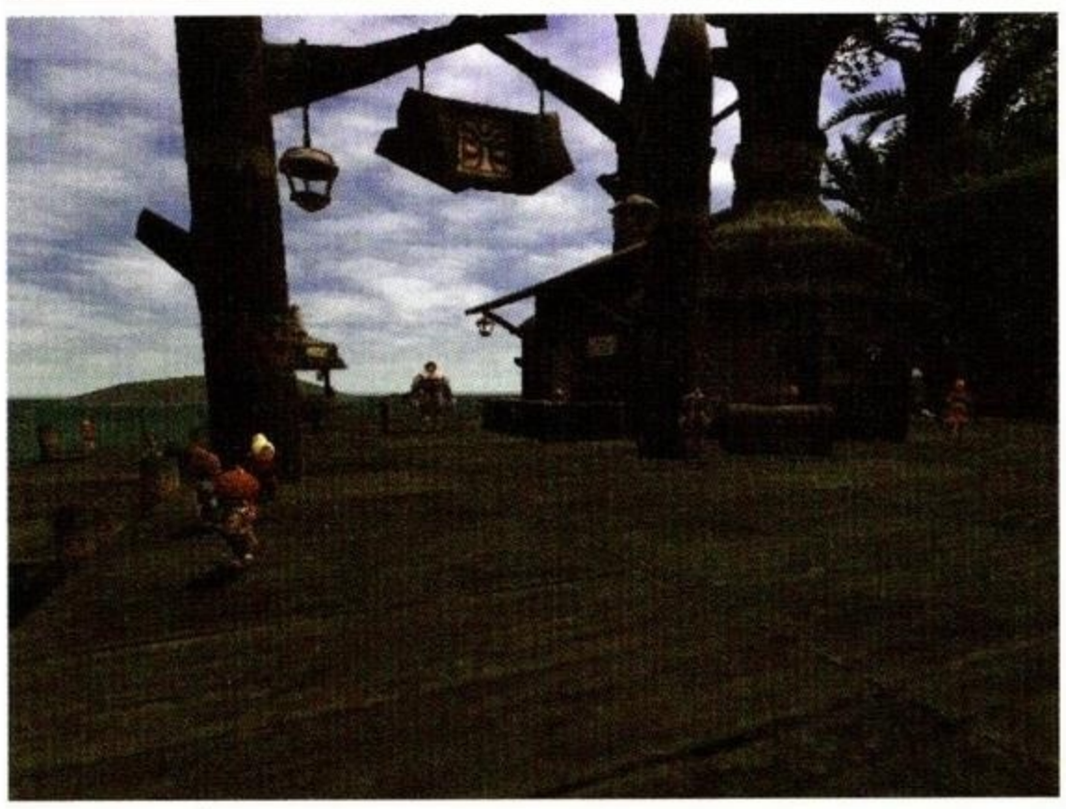
Main ethnic group: None in particular (caravan) / Friendly nation: Kingdom of San d'Oria

Overview: A Desert Island Resting Place

Located on the northern side of the Altepa Desert on Zepwell Island, this is the largest oasis in the region. Because it is separated from the desert by cliffs, it has not been affected by the encroachment of monsters or sand and has developed as a resting place for caravans and traveling merchants. However, there are no facilities that would qualify as a town or village. Instead, there are only tents used by merchants as temporary lodgings, a windmill that draws water from underground, and an Auction House affiliated with San d'Oria. There are also very few permanent residents.

Kazham

Kazham



DATA

Main ethnic group: Mithra Allied nation: Gha Naboh Matriarchate

Overview: The largest Mithra settlement in The Middle Lands

A Mithra fishing village built in the lowlands of Elshimo Island. It was built by a Mithra sub-tribe that settled here approximately 400 years ago, coming from the Gha Naboh Matriarchate to the south. Although it is technically a territory of the Gha Naboh Matriarchate, it has been granted self-governance and is managed under the leadership of the current Chief Jakoh Wahcondalo. Recently, the village has been bustling with activity, including the establishment of an Auction House in partnership with Windurst and the arrival of Airships from Jeuno.

Norg

Norg

DATA

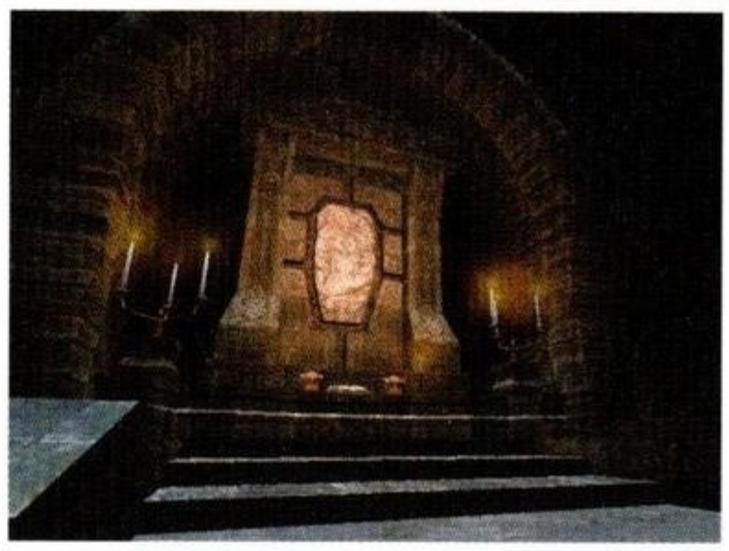
Main ethnic group: None in particular (pirates) Friendly nation: Republic of Bastok

Overview: Base of the Bastore Pirates

A secret harbor built in a cave on the western side of Elshimo Island. This is the base of the pirates who plunder the Bastore Sea, which lies between the continents of Quon and Mindartia, and is led by their leader, Gilgamesh. As might be expected of a pirate stronghold, it is notorious not only for stolen goods but also for its black market, where prohibited items from distant regions, including the East, are gathered. Recently, they have also strengthened ties with the Republic of Bastok, and an Auction House has been established in partnership with that country.

Tavnazian Safehold

Tavnazian Safehold



DATA

Main ethnic group: Elvaan Friendly nations: None in particular

Overview: An underground settlement inhabited by people left behind by the times

A settlement where the survivors of the once-prosperous Marquisate of Tavnazia live. Originally used as a transport route for Tavnazia Cathedral, the underground facilities have been gradually improved by the people who fled here so that they could use them as a place to live. Completely cut off from The Middle Lands, the inhabitants of the settlement were unaware not only of the outcome of The Crystal War but also of the current state of the world. However, an Adventurer who happened to come across the settlement by chance "rediscovered" it, and the settlement began to develop over time.

← At the center of the settlement is a large open space, where the flag of the now-defunct Marquisate of Tavnazia is currently displayed. Many of the residents also look back on the glory of the former principality.

Nashmau

Nashmau

DATA

Main Ethnic Group: Qiqirn Allied Nation: Empire of Aht Urhgan

Overview: The port of Qiqirn on the mist-shrouded Isle of the Dead

The only town on Azouph Isle, one of the Arrapago Islands. Originally, this port town was used as a supply base by the navy of the Empire of Aht Urhgan, but it was abandoned after a plague outbreak made it uninhabitable. After that, at some point, Qiqirn began to settle there and rebuilt the harbor area. Today, it serves as a port of call on the Silver Sea route between the imperial capital, Al Zahbi, and the Arrapago Islands, and is used by mercenaries and drifters.

← The Qiqirn, who effectively run the town, make a living by doing business with local fishermen and drifters. Their wares are unique.

Region

Region

Vana'diel, the setting of Final Fantasy XI, is made up of several areas called Regions. If you learn about the characteristics of each region, you should be able to feel more connected to Vana'diel.

Quon Continent

The largest continent in Vana'diel. From the snowy, cold northern regions to the barren, arid southern regions, the continent features a wide variety of climates depending on the area. The flora and fauna that inhabit the continent are also diverse, with a particularly rich variety of animal species, mainly mammals.

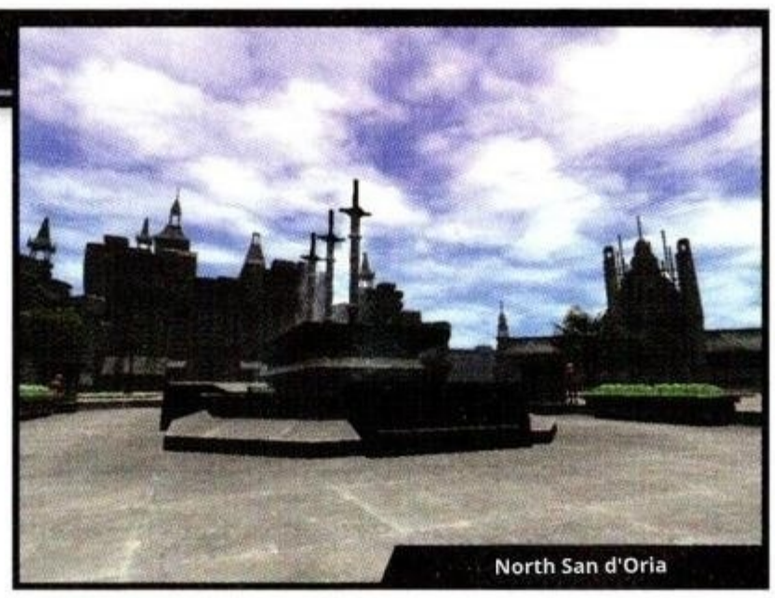
← The forested and grain-producing regions in the central-northern part of the continent are strongly influenced by the Kingdom of San d'Oria, while the mountainous and dune-covered regions in the southern part are strongly influenced by the Republic of Bastok.

1 Kingdom of San d'Oria (San d'Oria)

The capital of the Kingdom of San d'Oria, founded by the proud Elvaan people. It is a robust fortified city surrounded by stone walls, with a well-organized cityscape. The city is made up of three districts: South San d'Oria, lined with shops and street vendors; North San d'Oria, home to the Cathedral of San d'Oria and Chateau d'Oraguille, where the royal family resides; and Port San d'Oria, the airport for Airships.

List of Areas

- South San d'Oria
- North San d'Oria
- Port San d'Oria
- Chateau d'Oraguille



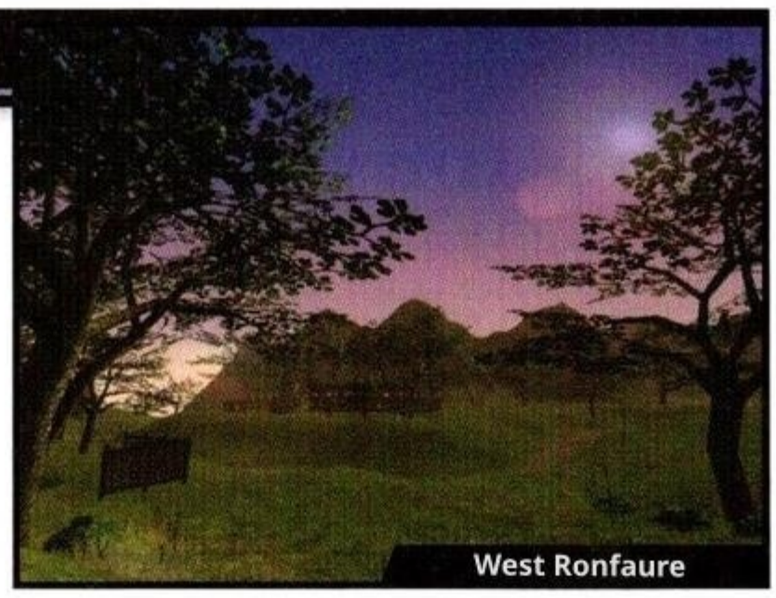
North San d'Oria

2. Ronfaure

This forested area around San d'Oria is known in the ancient language of Elvaan as the "Rabbit's Burrow." The lush evergreen trees and the Cheval River, which flows through the eastern part of the forest, create a majestic natural beauty. However, scouts are sent daily from the Ghelsba Outpost, a frontline base of the Beastmen Orcs located to the west, and there are constant skirmishes with the Royal Knights.

List of Areas

- West Ronfaure
- East Ronfaure
- **Ghelsba Outpost**
- **Fort Ghelsba**
- Yughott Grotto
- King Ranperre's Tomb
- Bostaunieux Oubliette
- Horlais Peak



West Ronfaure

3. Zulkheim

A region located in the central part of the Quon Continent. Zulkheim is broadly divided into two areas: the highlands, which include the La Theine Plateau and the Konschtat Highlands, and the lowlands, which include the Valkurm Dunes and the port town of Selbina. As a place where the civilizations of San d'Oria and Bastok intertwined, the history of warfare, exemplified by the Second Battle of Konschtat, has been etched into this land.

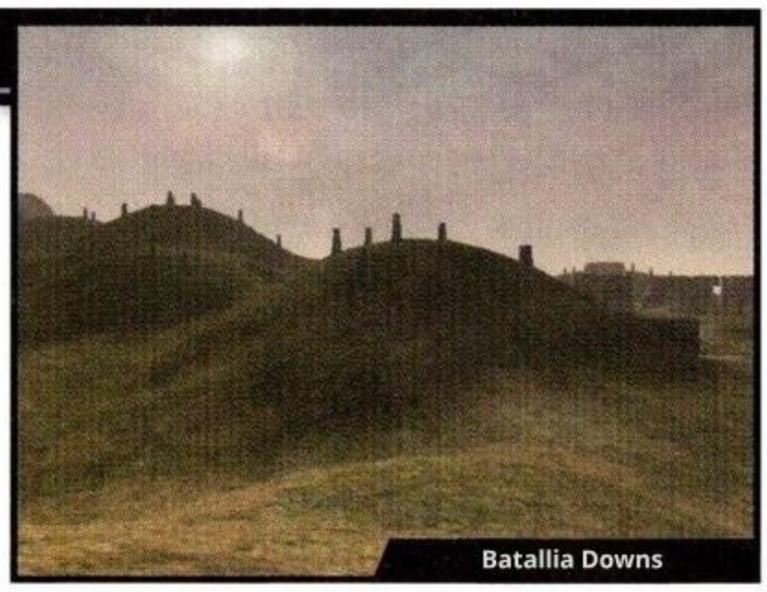
List of Areas
- Valkurm Dunes
- Konschtat Highlands
- Gusgen Mines
- La Theine Plateau
- **Ordelle's Caves**
- Selbina

La Theine Plateau

4 Norvallen

Mossoulie Peninsula, located in the eastern part of the continent. The scenery in Batallia Downs, which encompasses The Eldieme Necropolis, is very different from that in Jugner Forest, which remains dark even during the day. Deep in the Jugner Forest, there was once La Vaule, a village where the Elvaan people lived peacefully. However, it was occupied by the Orcish Empire and turned into Davoi, an Orc stronghold.

List of Areas
- Jugner Forest
- Batallia Downs
- The Eldieme Necropolis
- Davoi
- **Monastic Cavern**
- **Phanauet Channel**
- **Carpenter's Landing**


Batallia Downs

5. Vollbow

This is a peninsula in the southwest of the continent that juts out toward Zepwell Island to the south. Starting with Cape Teriggan, which is home to a large number of coastal species, the area is characterized by a stretch of barren rock faces and sand dunes. In the past, people could travel freely between Vollbow and Zulkheim, but now, due to tectonic activity, the land has been cut off, and the only routes connecting Vollbow to other areas are two cave entrances inhabited by Monsters.

List of Areas
- Cape Teriggan
- Kuftal Tunnel
- **Valley of Sorrows**
- Gustav Tunnel
- **Cloister of Gales**

Cape Teriggan

6. Tavnazian Archipelago

Former territory of the defunct Marquisate of Tavnazia. Originally, it was a peninsula connected to the Quon Continent, but a mysterious, massive explosion during the Crystal War separated it from the continent, turning it into the archipelago it is today. Despite the beautiful scenery, including the lush Lufaise Meadows, the surface is controlled by the remnants of the Beastmen army. In the underground area, there are settlements where people who survived the Great War live in hiding.

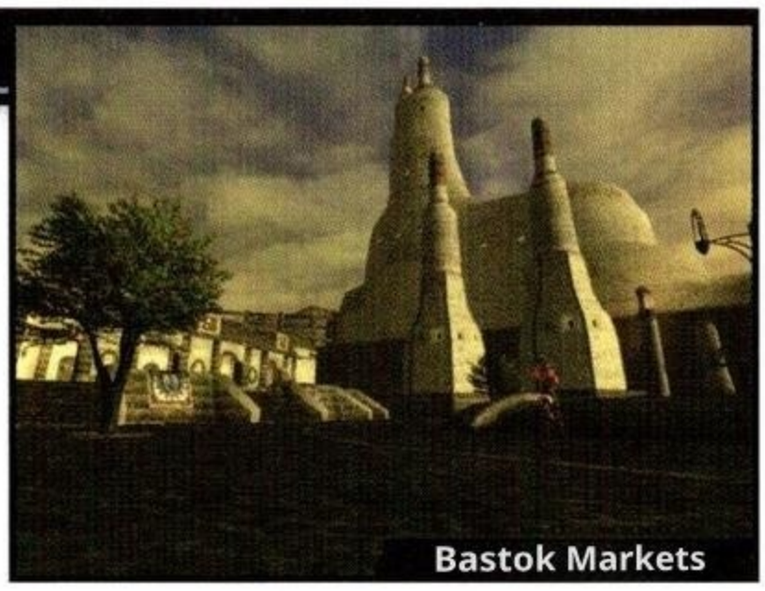
List of Areas
- Tavnazian Safehold
- Lufaise Meadows
- **Misareaux Coast**
- Phomiuna Aqueducts
- **Sacrarium**
- Riverne
- Sealion's Den
- **Monarch Linn**

Tavnazian Safehold

7. Republic of Bastok (capital: Bastok)

The capital of the republic, built in the Bastok Valley by Hume and Galka. In addition to the three districts—the Mining District, which is the old town, the Commercial District with its many shops, and the Port where Airships take off and land—there is also the Metalworks, which is the center of industry and administration. On street corners, structures built using Hume's technological expertise stand out, such as drawbridges that are raised and lowered by machinery and waterwheels that generate power.

List of Areas
- Bastok Mines
- Bastok Markets
- Port Bastok
- **Metalworks**

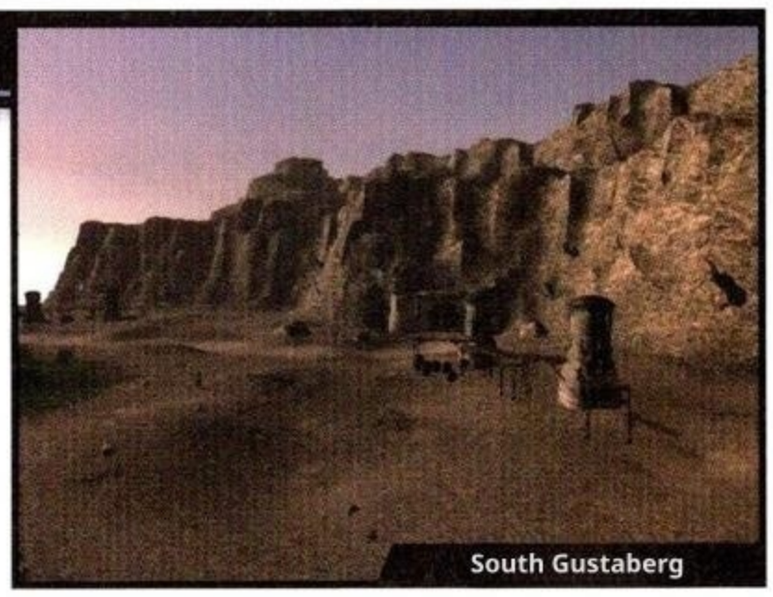

Bastok Markets

8 Gustaberg

A barren rocky desert stretches around the capital, Bastok. Although plants cannot grow here, the area is rich in mineral resources, and at the Zeruhn Mines, which were discovered in recent years, mining operations are carried out on a daily basis. Located in the mountains of the northern region, Palborough Mines once supported the Republic as one of the world's leading mithril mines. However, in recent years, it was reclaimed by the Quadav people, its original inhabitants.

List of Areas

- North Gustaberg
- South Gustaberg
- Zeruhn Mines
- Palborough Mines
- Dangruf Wadi
- Korroloka Tunnel
- Waughroon Shrine


South Gustaberg

9. Derfland

A peninsula located on the eastern side of the Quon Continent. The hilly area near the Jeuno Strait is a major region for the widely popular Rolanberry, but it is also known as a habitat for the Crawler, a pest that targets this fruit. The wetlands at the base of the peninsula are under the control of the Beastmen, the Quadav, and a large number of them gather in their city, Beadeaux, which was built deep within the swamps.

List of Areas

- Pashhow Marshlands
- Rolanberry Fields
- Crawler's Nest
- Beadeaux
- Qulun Dome

Beadeaux

10. Movalpolos

A city-state of the Beastmen Moblin that suddenly appeared in North Gustaberg. The entire city is gradually moving as the Moblin dig deeper into the earth and relocate their living facilities. The old districts, which are already being demolished, are known as the Old Town, while the new districts, where construction is underway, are called the New Town. At the mining site, represented by Mine Shaft #2716, Moblins are busy with Mining.

List of Areas

- Oldton Movalpolos
- Newton Movalpolos
- Mine Shaft #2716

Oldton Movalpolos

11 Fauregandi

A cold region in the northeastern part of the Quon continent, which in ancient Elvaan means "frozen earth." This tundra region is separated from the southern area by the steep cliffs of the Ashaq Mountains, and violent blizzards rage over the Beaucedine Glacier. Fei'Yin, located deep within the glacier, and Pso'Xja, which lies beneath the tower standing in the snowy field, are believed to be ancient ruins.

List of Areas

- Beaucedine Glacier
- Ranguemont Pass
- Fei'Yin
- Pso'Xja
- Qu'Bia Arena
- Cloister of Frost
- Hall of Transference

Beaucedine Glacier

12 Valdeaunia

A frigid land located at the northernmost tip of the Quon Continent. In the ancient language of Elvaan its name means "land of the inhuman," and it is a harsh environment that is locked in snow and ice all year round. Beyond Xarcabard, a central canyon, lies Castle Zvahl, which was once the stronghold of the Shadow Lord. Additionally, at the northernmost point, the Uleguerand Range rises, where the Thousandfall Cliffs, famous in the history of San d'Oria, are located.

List of Areas

- Xarcabard
- Castle Zvahl Baileys
- Castle Zvahl Keep
- Uleguerand Range
- Throne Room
- Bearclaw Pinnacle

Xarcabard

Mindartia Continent

A continent located on the eastern side of the Jeuno Strait, slightly smaller than the Quon Continent. With the exception of areas such as the Sarutabaruta region in the south, the land is generally arid, and distinctive vegetation adapted to the climate is prominent. Many of the organisms found in this region belong to the insect and reptile groups.

← The only nation on the Mindartia Continent is the Federation of Windurst, which is ruled by Tarutaru. In this country, Dhalmel, a species of animal that is typical of the continent, is domesticated.

13. Federation of Windurst (Holy City of Windurst)

The capital of the Federation of Windurst, established through the power of Tarutaru. Under the Great Star Tree, the symbol of the nation, the city is divided into several districts: the Water District, where academic institutions are concentrated; the Stone District, where the residences of the Doctors stand; the Harbor District, where airships dock; the Forest District, Mithra's permanent settlement; and the Heavens Tower District, where the Star Sibyl resides. Throughout the city, a simple and lush landscape stretches out, and at the academic institution known as The Five Ministries, Scholars engage in a wide range of research.

List of Districts

- Windurst Waters
- Windurst Walls
- Port Windurst
- Windurst Woods
- **Heavens Tower**

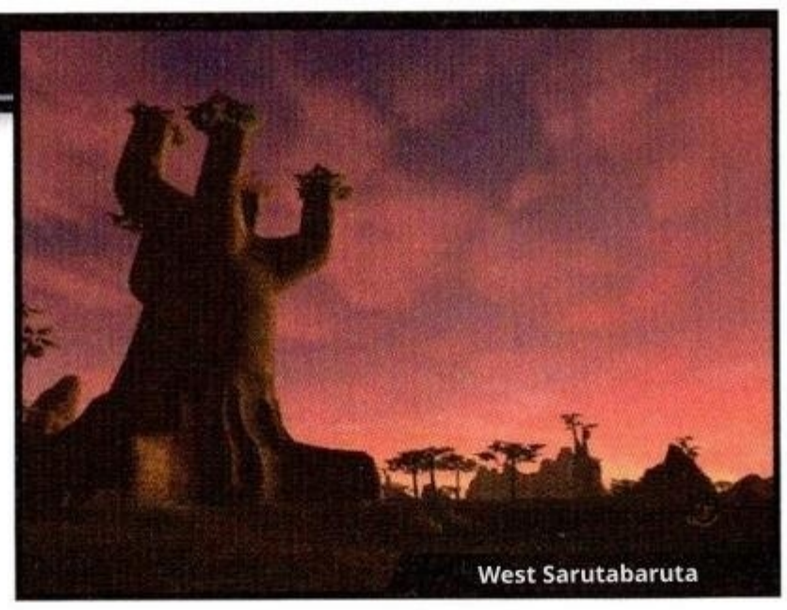
Windurst Walls

14 Sarutabaruta

A grassy area that stretches around the Holy City of Windurst. In the Tarutaru language, its name means "promised land," and the Horutoto Ruins, a group of uniquely shaped ruins, are scattered throughout the area. To the west lies Giddeus, a religious city built by the Beastmen Yagudo, and it is not uncommon for Yagudo to appear on the plains. The Toraimarai Canal, which serves as a drainage system for the Holy City, is also located in this region.

List of Areas

- West Sarutabaruta
- East Sarutabaruta
- Giddeus
- Toraimarai Canal
- Inner Horutoto Ruins
- Outer Horutoto Ruins
- Balga's Dais
- **Full Moon Fountain**


West Sarutabaruta

15 Kolshushu

A dry region in the central part of the continent, which in the Tarutaru language means "the land of decision." Overall, the region is largely wilderness, and living conditions there are considered harsh. Mhaura, a port town on the Buburimu Peninsula, has flourished as the continent's gateway, with ferries operating to Selbina and the Near East. Purgonorgo Isle, which can be reached by cruise ship from Bibiki Bay, is a scenic tourist destination.

List of Areas

- Buburimu Peninsula
- Tahrongi Canyon
- Maze of Shakhrami
- Mhaura
- Labyrinth of Onzozo
- Manaclipper
- Bibiki Bay

Buburimu Peninsula

16 Aragoneu

A desolate region in the northwest of the continent. Sauromugue Champaign, located near the Jeuno Strait, was a strategic stronghold during The Crystal War. The Garlaige Citadel, built by the Royal Knights at that time, still stands today. Meanwhile, in the Meriphataud Mountains further inland, Castle Oztroja, the stronghold of the Yagudo people, stands tall, and Yagudo patrols keep a watchful eye around the castle.

List of Areas

- Meriphataud Mountains
- **Sauromugue Champaign**
- Garlaige Citadel
- **Castle Oztroja**
- **Altar Room**
- Attohwa Chasm
- **Boneyard Gully**

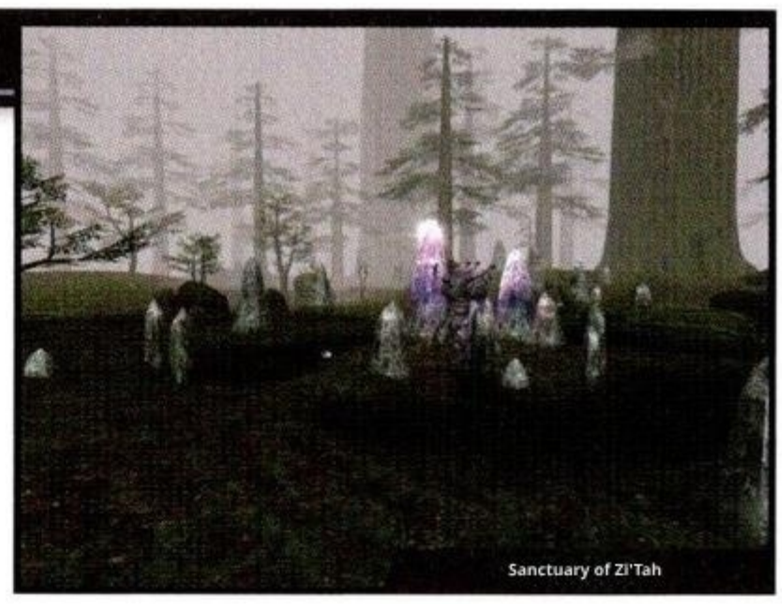
Sauromugue Champaign

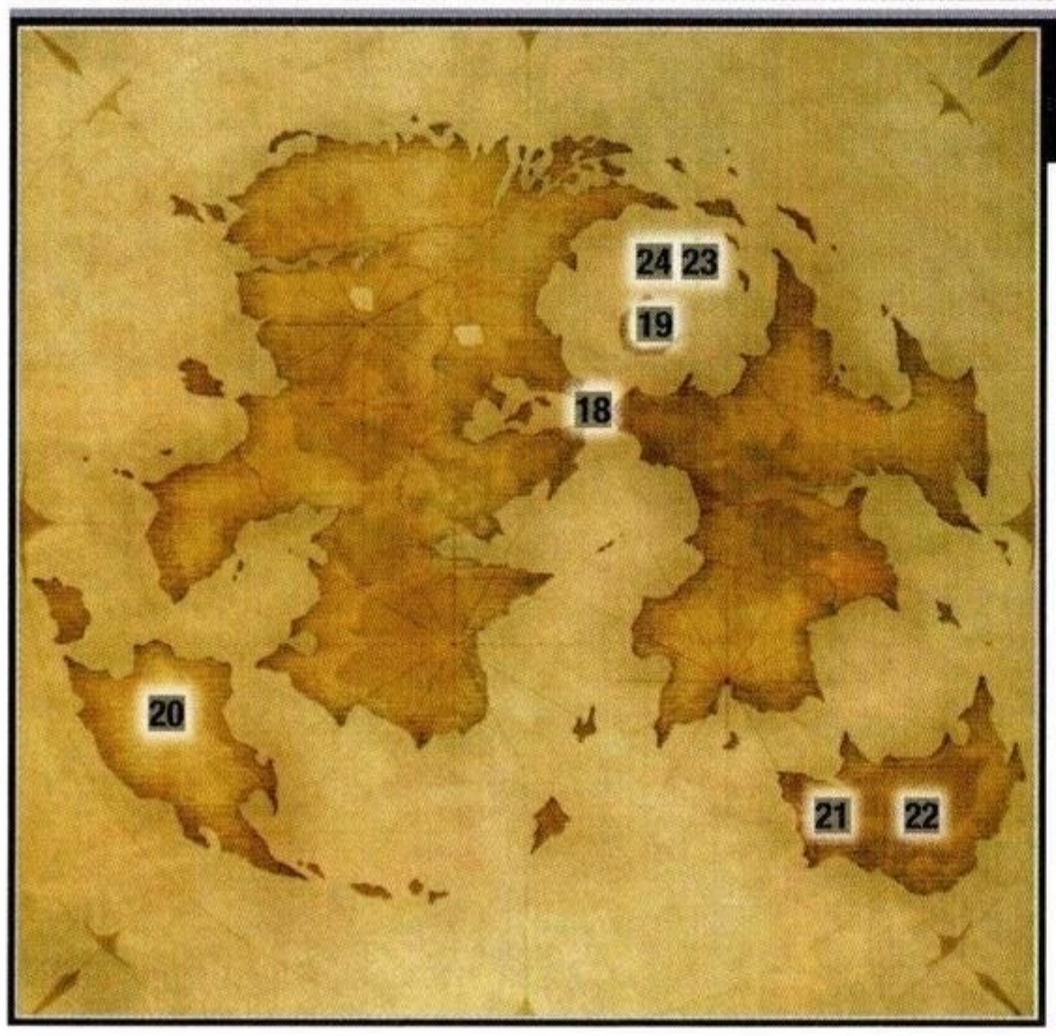
17 Li'Telor

A region in the northeast of the continent, revered as a sacred place by the followers of Altana. Numerous giant trees over a thousand years old, represented by the Boyahda Tree, thrive here, creating a dimly lit landscape. Located deep within the Sanctuary of Zi'Tah, Ro'Maeve is the main pilgrimage site for worshippers of the Goddess. It is said that the Hall of the Gods, situated in its depths, houses statues of deities such as the Goddess Altana and Promathia.

List of Areas

- **Sanctuary of Zi'Tah**
- Ro'Maeve
- Hall of the Gods
- Boyahda Tree
- Dragon's Aerie
- **Cloister of Storms**


Sanctuary of Zi'Tah



The regions around Quon and Mindartia

These include the various islands located off the coasts of the two major continents. In addition to Qufim Island in the Shu'Meyo Sea northeast of Jeuno, the Kuzotz Archipelago southwest of the Quon Continent, and Elshimo Island off the southeast coast of the Mindartia Continent, we will also introduce the previously unexplored lands of Tu'Lia and Lumoria here.

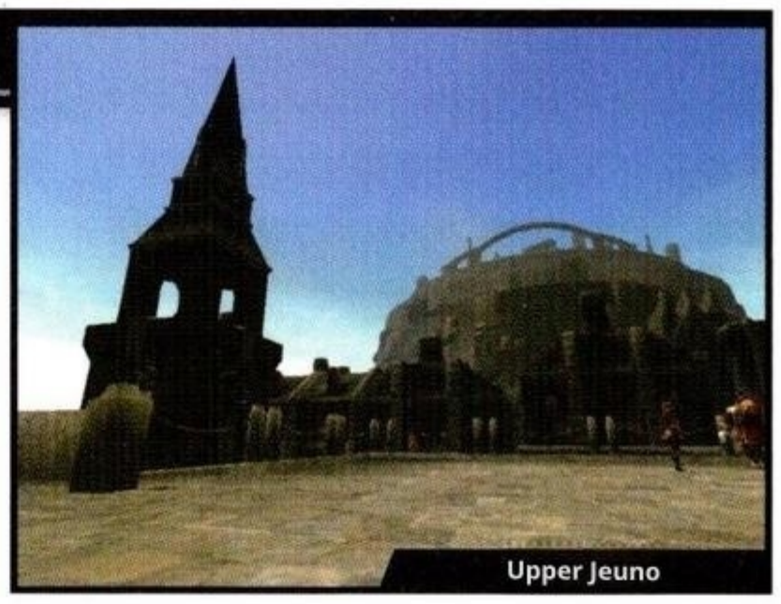
← There are various ways to travel from the two main continents to each of these islands. Generally, people travel to Qufim Island and the Kuzotz Archipelago by land, and to Elshimo Island by air.

18 Grand Duchy of Jeuno

The capital of the city-state Grand Duchy of Jeuno. The urban area is built on the "Heavens Bridge" that connects the two main continents and has a three-tiered structure: an upper tier with cathedrals and medical facilities, a lower tier with a variety of city blocks, and a port area with multiple airship landing sites. The central tower that supports the bridge also serves as a residential area, and on the rooftop of the tower, in the Ru'Lude Gardens, you will find the Grand Duke Palace, where the Grand Duke conducts his official duties, as well as embassies from various countries.

List of Areas

- Ru'Lude Gardens
- Upper Jeuno
- Lower Jeuno
- Port Jeuno


Upper Jeuno

19 Qufim

A remote, Waxing Crescent–shaped island in the Shu'Meyo Sea, a treacherous body of water where ships sink even on clear days. It is a frigid region that is perpetually covered in snow, and auroras can occasionally be seen there. Currently, the entire region is controlled by Gigas who became defeated soldiers during the Crystal War. At the center of the island stands Delkfutt's Tower, a mysterious, gigantic structure said to have been built by an evil sorcerer, according to legend.

List of Areas

- Qufim Island
- Behemoth's Dominion
- Upper Level of Delkfutt's Tower
- Middle Level of Delkfutt's Tower
- Lower Level of Delkfutt's Tower
- Stellar Fulcrum

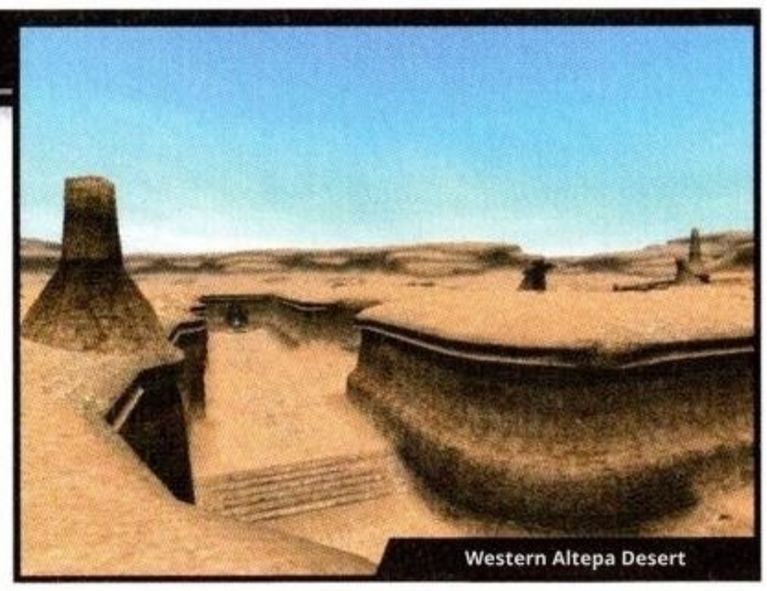
Qufim Island

20 Kuzotz

An archipelago located southwest of the Quon Continent. Zepwell Island, the largest of the archipelago, is home to the Altepa Desert, known as the "Desert of Death." Many travelers visit the oasis settlement of Rabao, which serves as a stopover point. Originally, the Galka people built a capital and ruled the archipelago, but after an invasion by the Beastmen of Antica, their former capital was reduced to the Beastmen's stronghold, the Quicksand Caves.

List of Areas

- Eastern Altepa Desert
- West Alteba Desert
- Rabao
- Quicksand Caves
- Chamber of Oracles
- Cloister of Tremors


Western Altepa Desert

21 Elshimo Lowlands

This is a low-lying area in the western part of Elshimo Island. Almost the entire area is covered by the Yuhtunga Jungle, a tropical rainforest, and the hot and humid climate has created a unique ecosystem. This area is also home to various races, including the Mithra settlement of Kazham, which serves as the gateway to the island, the Bastore Pirates' stronghold of Norg, and the Sea Serpent Grotto, inhabited by the Beastmen Sahagin.

List of Areas

- Yuhtunga Jungle
- Kazham
- Norg
- Sea Serpent Grotto

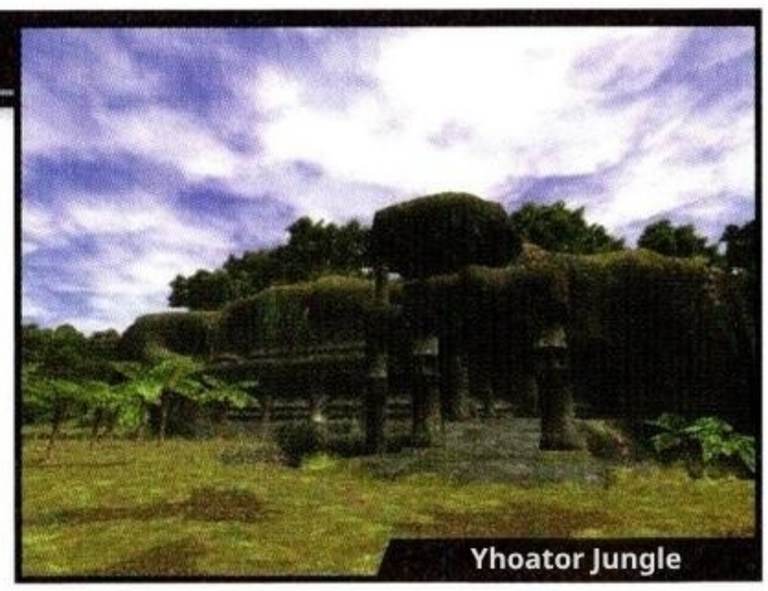
Yuhtunga Jungle

22 Elshimo Highlands

This is a high-altitude area in the eastern part of Elshimo Island. The entire area is enveloped by the dense Yhoator Jungle, which limits visibility, and the environment is similar to that of the Elshimo Lowlands. Because the Temple of Uggalepih, the base of the Tonberry Beastmen, who are known for their brutality, is located here, large numbers of Tonberry roam the forest. Beyond the forest, Mount Yuhtunga, an active volcano, rises majestically, and its crater is known to local residents as "Ifrit's Cauldron."

List of Areas

- Yhoator Jungle
- Temple of Uggalepih
- Den of Rancor
- Ifrit's Cauldron
- Sacrificial Chamber
- Cloister of Tides
- Cloister of Flames

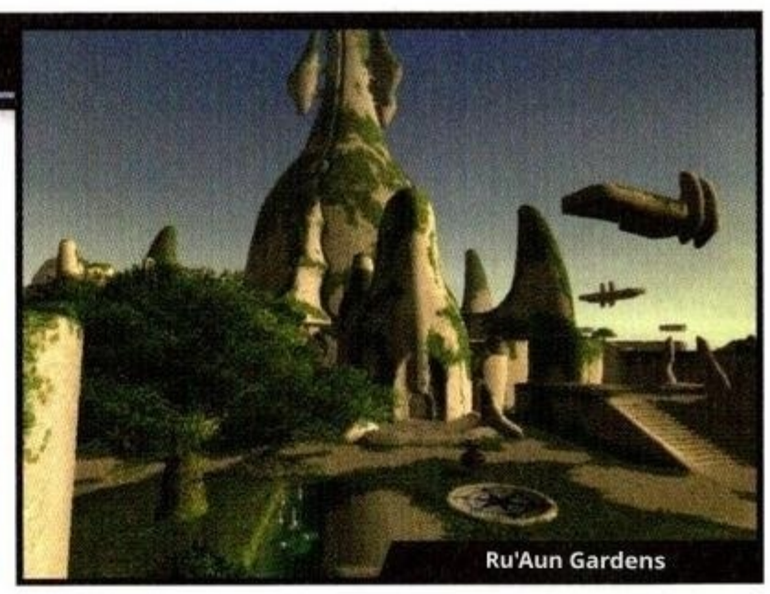

Yhoator Jungle

23 Tu'Lia

An artificial island floating above Qufim Island. In Ru'Aun Gardens, where vibrantly colored plants and flowers flourish, stand a series of mysterious whitewashed structures, including the Shrine of Ru'Avitau. Throughout the island, one can find advanced technological devices, such as teleportation devices that allow instant travel to other locations on the island. However, it remains unclear who built the island and for what purpose.

List of Areas

- Ru'Aun Gardens
- Ve'Lugannon Palace
- Shrine of Ru'Avitau
- La'Loff Amphitheater
- The Celestial Nexus

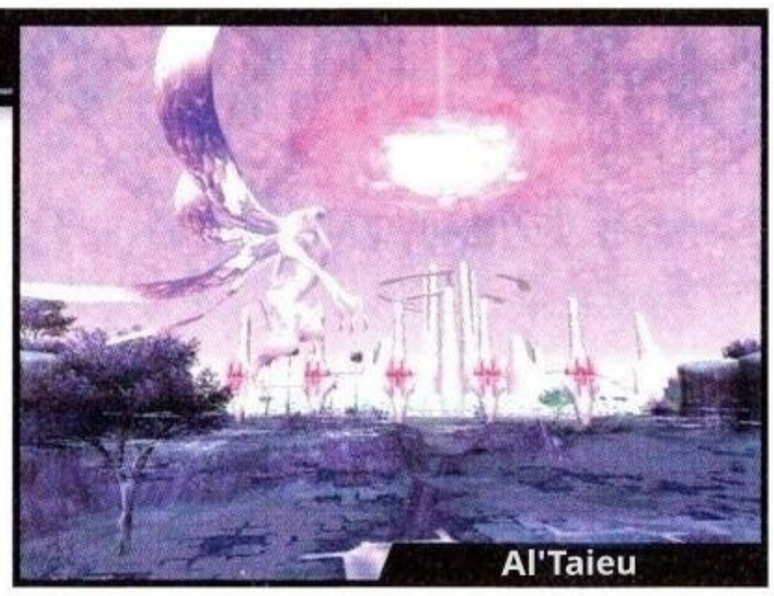

Ru'Aun Gardens

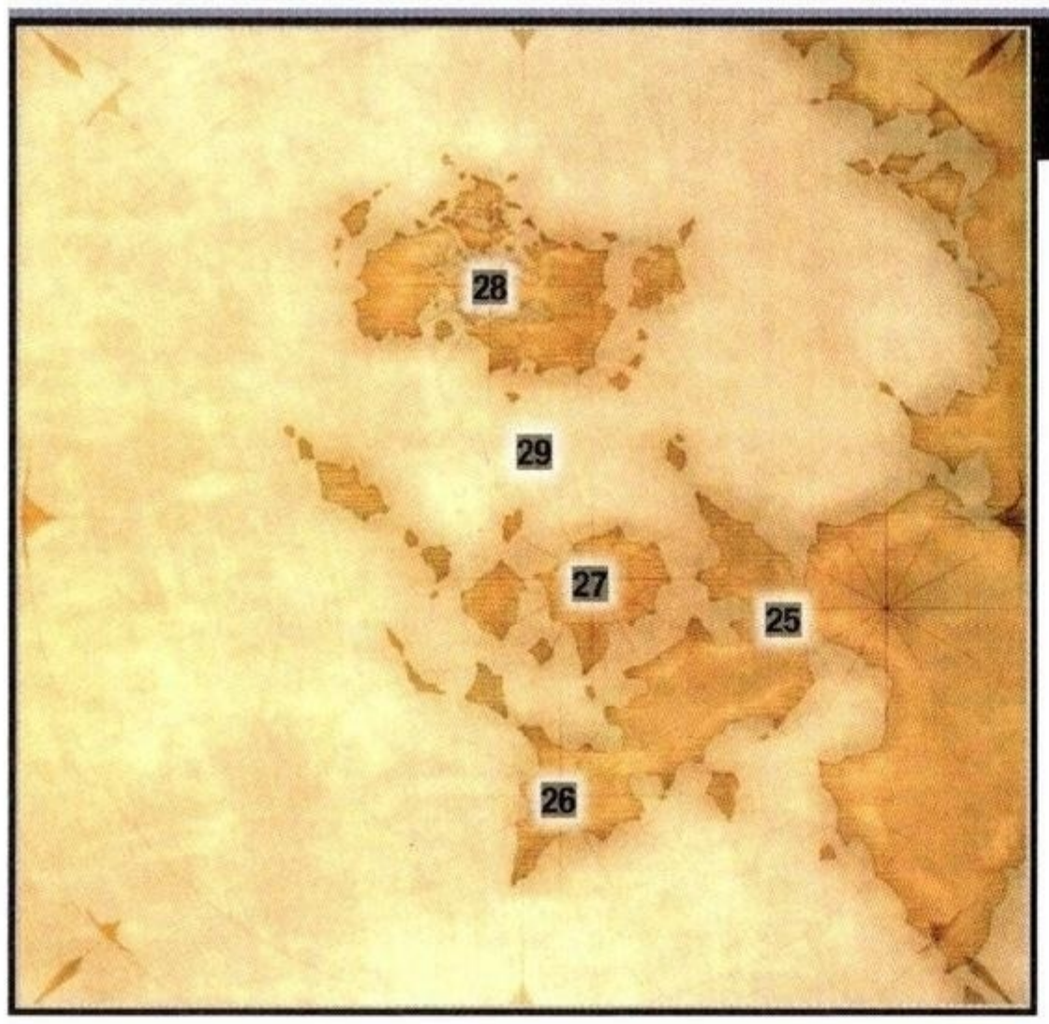
24 Lumoria

A legendary utopia where a fantastical landscape unfolds. Also known as "Paradise," this land has been passed down through generations as a place that incurred the wrath of the gods and sank into the sea. On its surface, which resembles the ocean, live strange creatures that pose a threat to humans. Furthermore, it is said that those who have become "Perfect Beings" reside in the Grand Palace of Hu'Xzoi, which lies at the heart of the divine city of Al'Taieu.

List of Areas

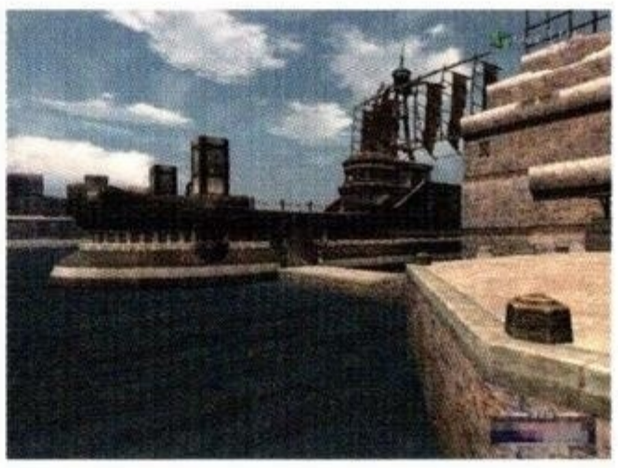
- Al'Taieu
- Grand Palace of Hu'Xzoi
- **The Garden of Ru'Hmet**
- **Empyreal Paradox**


Al'Taieu



The Near East

Located to the east of the Mindartia Continent across the sea, this is the western region of the Aradjiah Continent. This region includes the territory of the Empire of Aht Urhgan, which controls most of the continent, as well as the territories of the three major barbarian armies that are hostile to the Empire. Because the climate is different from that of the Middle Lands, many unique plants and animals can be found here.



← For a long time, the Near East was cut off from the Middle Lands. However, a sea route from Mhaura to the Aradjiah Continent was recently opened, and Adventurers have begun to flock to the Near East.

25 West Aht Urhgan Region

A lush, forested region home to Al Zahbi, the western capital of the Empire of Aht Urhgan. The Imperial Capital is made up of the People's Ward, located on the outskirts of the city, the Commoners' Ward, which has ports to the north and south, and the Imperial Ward, which only those with citizenship can enter. Among these wards, the Commoners' Ward is popularly known as "Aht Urhgan Whitegate" and is a bustling area where Adventurers, Mercenaries, and Merchants gather.

List of Areas

- Al Zahbi
- Aht Urhgan Whitegate
- Bhaflau Thickets
- Colosseum

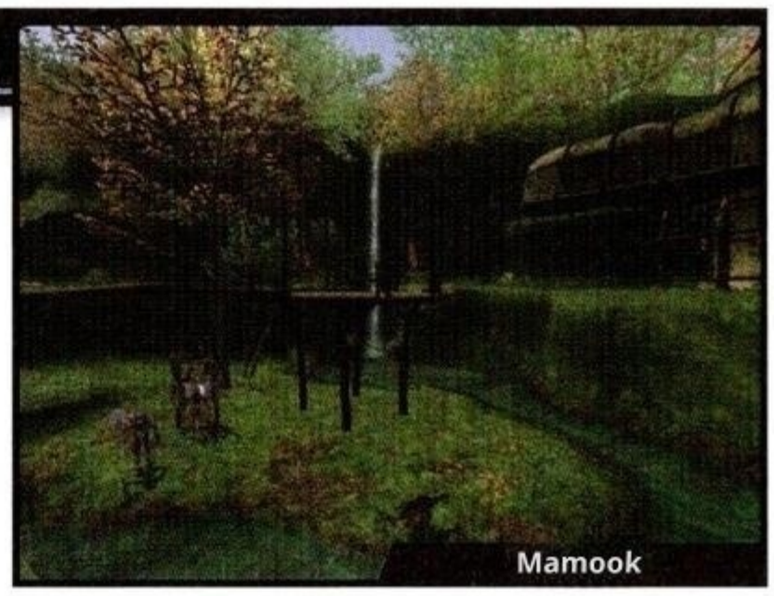
Aht Urhgan Whitegate

26 Mamool Ja Savagedom

This is the tip of Cape Mazklah, which lies within the territory of the Beastmen of Mamool Ja. This area is covered by rainforest, typified by the Wajaom Woodlands, and is home to Mamook, the capital of Mamool Ja, as well as the Aydeewa Subterrane, where ruins of the Olduum Civilization remain. Located deep within Mamook, the Jade Sepulcher is said to be where the Mamool Ja king, known as the "Autarch," often holds discussions with his high-ranking officials.

List of Areas

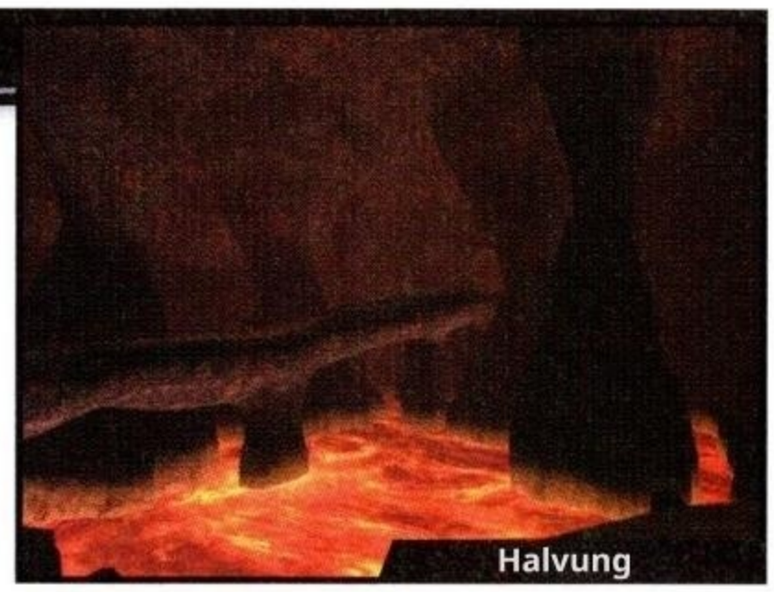
- Mamook
- Wajaom Woodlands
- **Aydeewa Subterrane**
- **Jade Sepulcher**


Mamook

27 Halvung Mercenary Company Territory

Zazarda Island and Bozordo Island, located north of the Crescent Strait, and the surrounding area. Due to the dust and noxious gases from Mount Zhayolm, which means "Hell's Rift," this area has become a barren land of death where plants and animals cannot thrive. The entire region is under the control of the Troll Mercenaries, and it appears that the underground military city of Halvung is a bustling center for activities such as metalworking and gemstone production.

List of Areas
- Halvung
- Mount Zhayolm
  - **Navukgo Execution Chamber**


Halvung

28 Arrapago Islands

An archipelago made up of islands centered around Azouph Isle. A thick fog envelops the entire area, and there are no human settlements to be found except for the port town of Nashmau, which is run by Qiqirn. In the Arrapago Reef, a demonic sea area, Beastmen Lamiae, who command an Undead Swarm, dwell. Caedarva Mire, which stretches across Azouph Isle, is known as an ancient battlefield where the Empire of Aht Urhgan and the Kingdom of Ephramad fought.

List of Areas
- Nashmau
- Caedarva Mire
- Arrapago Reef
  - Hazhalm Testing Grounds
  - Talacca Cove
- Ashu Talif

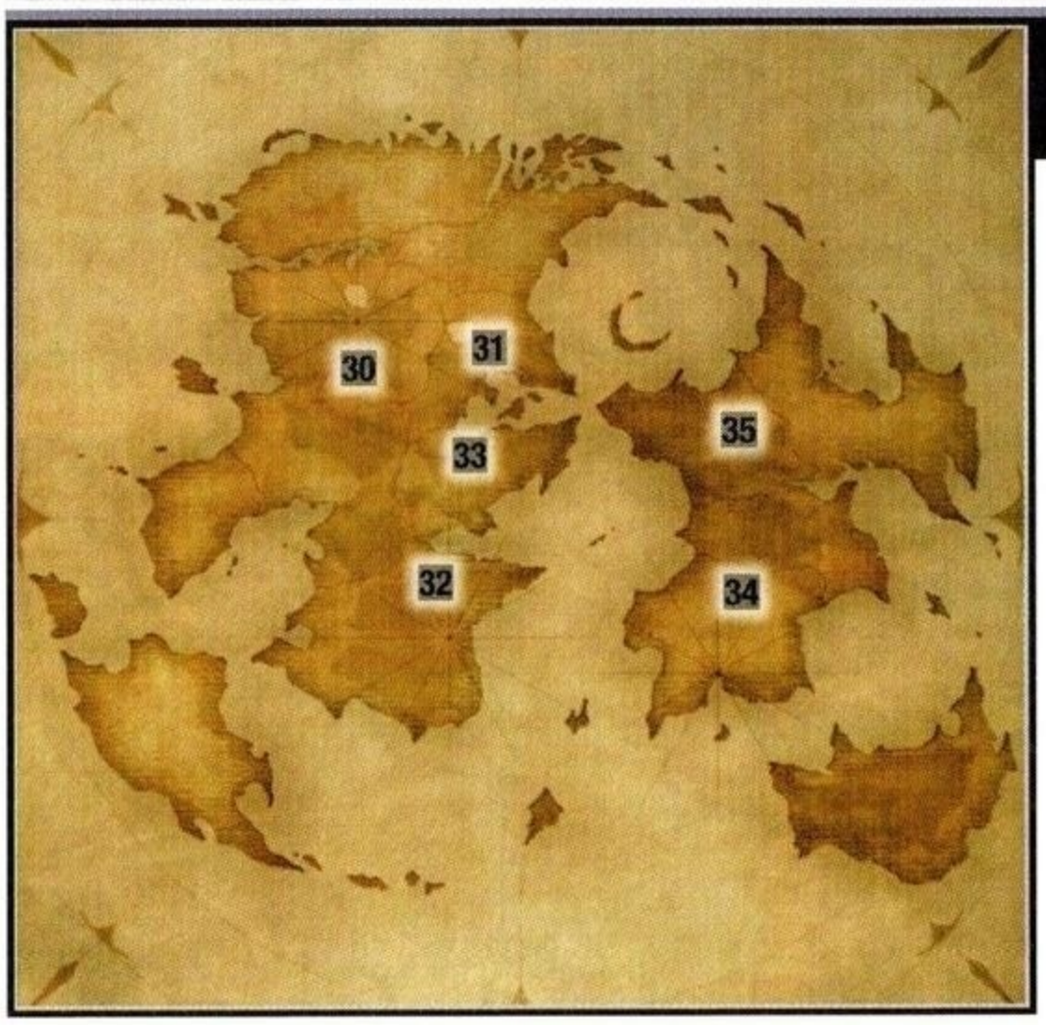
Arrapago Reef

29 Alzadaal Civilization Ruin Complex

This is the collective name for a group of underwater ruins located on the seabed near the Imperial Kingdom, centered on the Alzadaal Underwater Ruins. These buildings are said to have been constructed during the era of the ancient Alzadaal dynasty, and evidence of their advanced architectural techniques, now lost to modern times, can be seen throughout. Like the Zhayolm Remnants and the Arrapago Remnants, each of these underwater ruins, which are connected to the main underwater ruins by teleportation devices, is named after a nearby place or sea area.

List of Areas
- Alzadaal Undersea Ruins
  - **Zhayolm Remnants**
  - **Arrapago Remnants**
  - **Bhaflau Remnants**
  - **Silver Sea Remnants**
  - **Nyzul Isle**

Alzadaal Undersea Ruins



Vana'diel Past

The world during The Crystal War, the greatest conflict between the Altana Allied Forces and the Beastman Confederate. Adventurers from the present can now travel to the past through the mysterious portals known as "Cavernous Maws" that have appeared throughout Vana'diel. During the war, each region is referred to by the operational zone name designated by the Allied Forces.

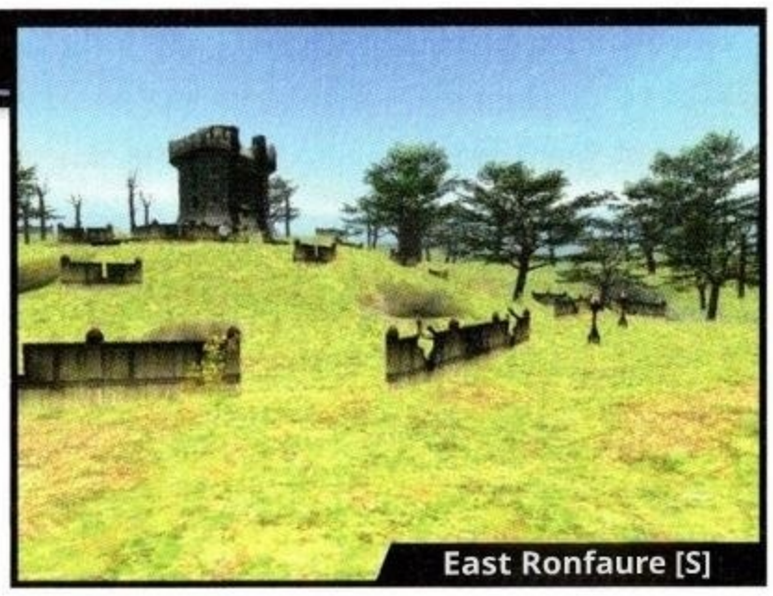
← In Vana'diel Past, local battles between the Altana Allied Forces and the Beastman Confederate are ongoing, and Adventurers who have come from the present also join the fight as members of the Allied Forces.

30 Ronfaure Front

The Ronfaure region during the Crystal War. Because the trees in the forest have been logged for strategic reasons, there is a somewhat desolate atmosphere. In the royal capital, only South San d'Oria has been opened to the public, and you can see various preparations for urban warfare, such as gates blocking passageways and crossbows lined up along the city walls. Another characteristic of this era is the presence of hanging cages holding Orc prisoners.

List of Areas

- South San d'Oria [S]
- East Ronfaure [S]



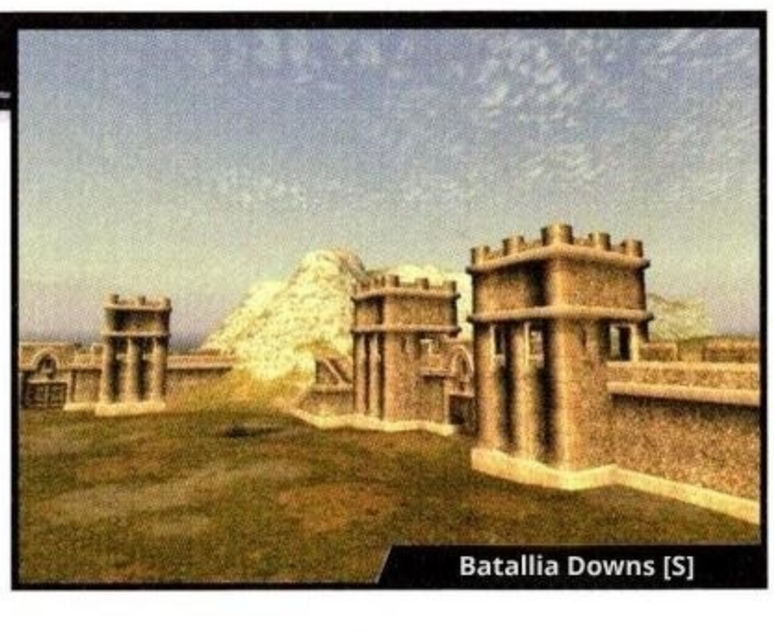
East Ronfaure [S]

31 Norvallen Front

This is the battlefield where the Battle of Jugner, the first battle of The Crystal War, broke out. Fortifications and barricades can be seen throughout the area, and in many places, travel is more difficult than it is today. The Eldieme Necropolis served as a base for the Allied forces, and the 4th Republican Legion from Bastok was stationed there. Meanwhile, a large number of soldiers from the Orcish Empire have invaded La Vaule, which would later be known as Davoi.

List of Areas

- Jugner Forest [S]
- Batallia Downs [S]
- La Vaule [S]
- The Eldieme Necropolis [S]
- Everbloom Hollow



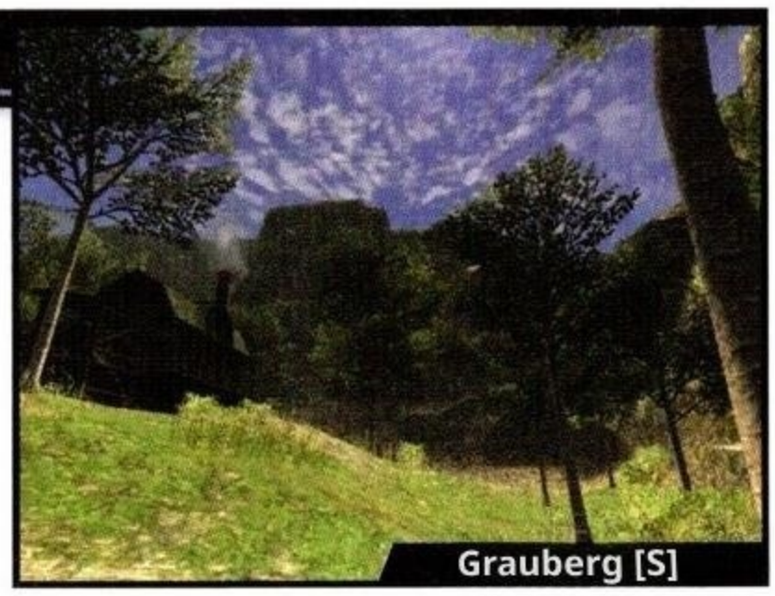
Batallia Downs [S]

32 Gustaberg Front

A region located in the southern part of the Quon Continent. The Republican Army has erected watchtowers throughout the area, and a heavy atmosphere hangs over the entire region. In the early stages of the war, the 4th Republican Legion suffered a heavy defeat at the hands of the Beastman Confederate in a battle in the Grauberg mountain range. In the capital, Bastok, there are campgrounds that would not be seen in modern times, and military equipment such as cannons and defense towers are prominently displayed.

List of Areas

- Bastok Markets [S]
- North Gustaberg [S]
- Grauberg (S)
- Ruhotz Silver Mines



Grauberg [S]

33 Derfland Front

The entire area of the Derfland Peninsula. Despite the wartime situation, there are many places where you can enjoy the beautiful natural scenery. In Vunkerl Inlet, located on the border between Norvallen and Derfland, a majestic landscape created by the Bastore Sea and sea cliffs unfolds. One notable point is that, while in the present day the Crawler's Nest is a habitat for pests, in this era it served as a defense base for the Commonwealth Army.

List of Areas

- Vunkerl Inlet (S)
- Pashhow Marshlands [S]
- Rolanberry Fields [S]
- Beadeaux [S]
- Crawler's Nest (S)

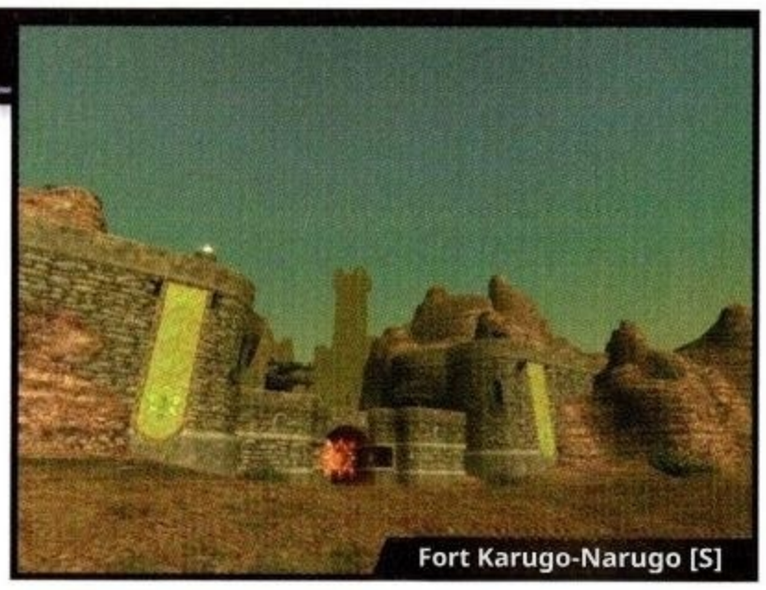
Vunkerl Inlet (S)

34 Sarutabaruta Front

A battle zone in the southern part of the Mindartia Continent, including the holy city of Windurst. The Holy City has been completely devastated by a fierce attack by the Yagudo, and the destroyed buildings and bridges in the Water District bear witness to the intensity of the battle. Located north of Sarutabaruta, Karugo-Narugo Fortress is also known as the "impregnable fortress" and is said to be a key stronghold for the defense of the Holy City.

List of Areas

- Windurst Waters [S]
- West Sarutabaruta [S]
- Fort Karugo-Narugo (S)
- **Ghoyu's Reverie**



Fort Karugo-Narugo [S]

35 Aragoneu Front

The Aragoneu region during the Crystal War. Although Garlaige Citadel is now abandoned, with its walls and floors collapsed, during this era, it retained its original appearance from the time of its completion and served as a strategic base for the Royal Knights. Like in the present day, Castle Oztroja, located in the eastern part of the Meriphataud Mountains, serves as a stronghold for the Yagudo people; however, there are some differences in the appearance of the castle interior.

List of Areas

- Meriphataud Mountains (S)
- Sauromugue Champaign [S]
- Castle Oztroja [S]
- **Garlaige Citadel [S]**

Meriphataud Mountains [S]

Column: Vana'diel Past—Expanding Even Further

As of April 2009, the only Vana'diel Past regions that Adventurers can visit are the six we have introduced so far. However, it is believed that the range of Adventurer activity in Vana'diel Past will continue to expand considerably. In particular, Fauregandi in the northern part of the Quon Continent

↑ In the Vana'diel Past, there appears to be a gate in Batallia Downs that leads to the Beaucedine Glacier, but it is currently impassable.

Since Regions such as Valdeaunia were important territories in The Crystal War, it is highly likely that they will appear as the story of Wings of the Goddess progresses. While this is still just speculation, I look forward to seeing how things develop in the future.

↑ Castle Zvahl, the stronghold of the Shadow Lord, towers deep within the Valdeaunia region. Will it be possible to enter this castle in Vana'diel Past as well?

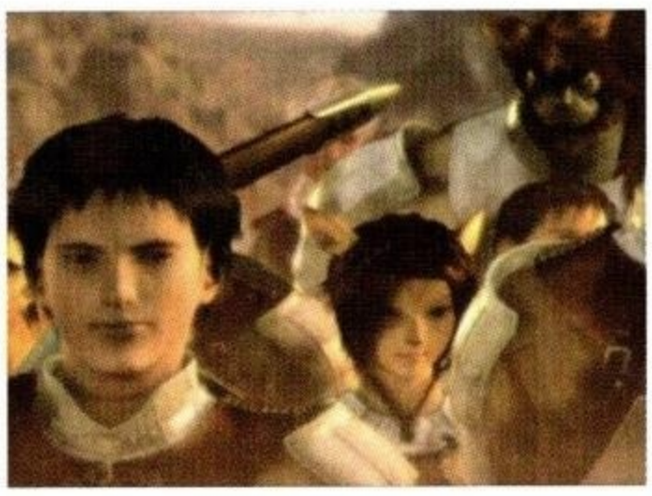
Glossary

Vana'diel Encyclopedia

Here is a glossary to help you understand the unique concepts of Vana'diel, such as Humans, Beastmen, legendary gods, and historical events. We hope this will help you better understand the stories that unfold in this world.

Humans: Five races born from the tears of the Goddess Altana

Five races said to have been created from the tears of the Goddess of the Dawn, Altana. Also known as the "Children of Altana," these races include the Hyum, Elvaan, Tarutaru, Mithra, and Galka. Although each race differs in terms of physical characteristics, lifespan, and culture, they coexist and form a society together. According to one theory, the god Promathia placed a Curse on them, causing them to fight one another.



← In the past, in the Middle Lands, human nations fought against one another. However, today, these nations maintain a cooperative relationship while keeping each other in check.

Hume

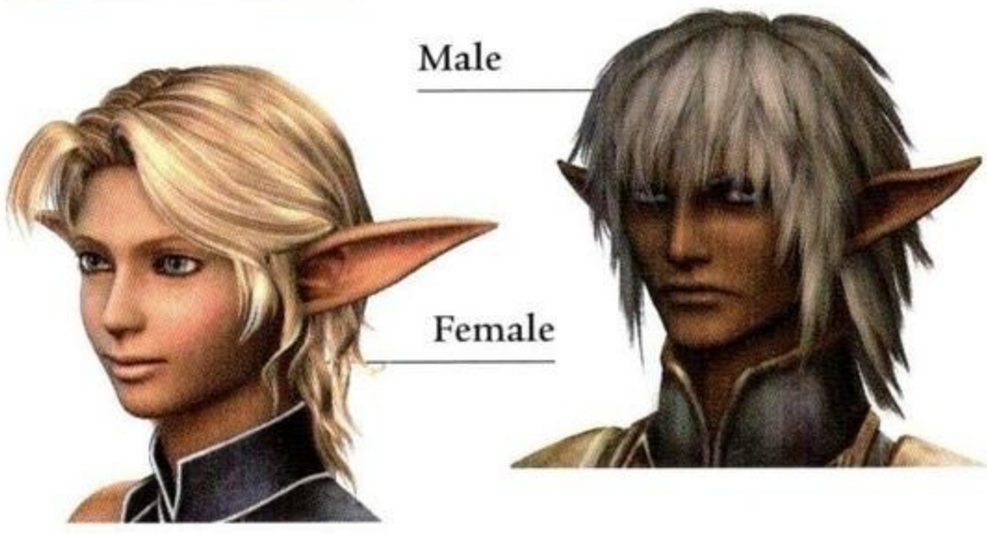
The most numerous race in Vana'diel. They are the race most similar to humans in the real world. Although they do not possess any outstanding physical abilities, they have a keen interest in technology and a sharp sense for economics. Among the nations founded by the Hume, the Republic of Bastok and the Grand Duchy of Jeuno stand out. The former is renowned in the Middle Lands as a technological and industrial powerhouse, while the latter is known for its economic might.

← While they don't have any outstanding strengths, they also don't have any particular weaknesses. One of their key characteristics is their ability to respond flexibly to any situation.

Elvaan

A warrior people with strong bodies and unwavering spirits. They are a proud people of knights who consider it an honor to fight with a Weapon in hand, and they have a simple and robust spirit. On the other hand, because they are deeply religious and value a simple, frugal lifestyle, they have little interest in business affairs. They founded the Kingdom of San d'Oria in the northern part of the Quon Continent and, at one point, brought the entire continent under their control with the help of two powerful knight orders.

← They have slender, tall bodies and ears that are pointed like daggers. Many of them are handsome and have an elegant demeanor.



Tarutaru

A race with a childlike, adorable appearance and a unique culture that worships the power of the stars and the moon. They were the first people in Vana'diel to discover Magic, and despite their small and frail bodies, they possess an abundant amount of magical power. Founded through this power, the Federation of Windurst once held such influence that it ruled over the entirety of The Middle Lands.

← Because their physical growth stops early, their appearance changes very little with age, and they have a charming demeanor.

Mithra

A hunting people who live in harmony with the great outdoors. As true hunters, they possess agile bodies and keen senses. While many of them have a laid-back personality and are not particularly fussy, they have a strong attachment to nature. The Gha Naboh Matriarchate in the south is known as the homeland of the Mithra, and the Mithra living in Windurst are also descendants of tribes that migrated from the south.

← It seems that Mithra have unique customs, and in The Middle Lands, you only see women. They are characterized by beast-like ears and tails.

Galka

A people known for their large, robust physiques. As their imposing appearance suggests, they possess great physical strength and have a unique philosophy stemming from their long lifespan. They once lived on Zepwell Island, where they built their capital, but were driven off the island by the Antica Beastmen and came to live in Bastok alongside the Hume. They are an all-male race that produces new generations through Reincarnation.

← Since their time on Zepwell Island, the Galka people have passed down unique mining and smithing techniques, and many of them work in mining and manufacturing.

Column: How Each Race Grows

Each of the five human races has a different lifespan, and there are also significant differences in how quickly they grow. For example, the childhood of a Hume is no different from that of a human in the real world, but a long-lived Garka spends over 20 years as a child. Similarly, the way each race's appearance changes with age also varies. While all races look young as children, the appearance of Tarutaru and Galka does not change much from adulthood until late in life. On the other hand, for some races, such as the Hume, appearance changes significantly with age.

◆ **Childhood Appearance**

Beastmen: The Counterpart to Humans

A race said to have been created by the God of Twilight, Promathia, as a warning to humanity. According to this legend, with a few exceptions, they harbor a fundamental hatred of humans. There are a wide variety of orc tribes, and each tribe has built its own civilized society in which it lives. Many Beastmen share a common enmity toward humans, but there are few examples of Beastmen forming friendly relationships with one another.

← The Beastmen, who have been at war with humans as their enemies since time immemorial. In the Near East, they are also referred to as "barbarians."

Orc

DATA

Faction name: Orcish Empire, Quon Theater of Operations

Base: Davoi

Frontline outpost: Ghelsba Outpost

Leader: General Bakgodek /

Territory: Norvallen and others

The Beastmen have built a vast empire on Rhazowa, a continent located to the north of the Quon Continent. They are a stocky, warlike race with a unique culture in which "men and women of all ages" serve in the military, regardless of generation or gender. The Orcs currently found on the Quon Continent are soldiers of an army ordered by the Emperor to conquer the continent. Under the command of General Bakgodek, they have been engaged in a fierce, long-standing war with the Kingdom of San d'Oria.

Yagudo

DATA

Faction name: Yagudo Theomilitary

Base: Castle Oztroja

Frontline base: Giddeus

Leader: Tzee Xicu the Manifest

Territory: Aragoneu, among others

A race covered in black feathers, similar to crows. Based on their unique religious beliefs, they have formed a society with religious leaders known as "living gods" at the top. An indigenous people who have lived on the Mindartia Continent since before the Tarutaru settled there, they have long been at odds with the Federation of Windurst as implacable enemies. After The Crystal War, they signed a non-aggression treaty with Windurst and, on the surface, maintain friendly relations.

Quadav

DATA

Faction name: Quadav Shield Warriors

Home base: Beadeaux

Frontline base: Palborough Mines

Leader: Za'Dha Adamantking

Territory: Derfland, etc.

A species with a turtle-like shell that holds power around the Derfland Peninsula. Many of them are flexible thinkers, and they have actively adopted human-derived technologies such as metallurgy and Smithing when they found them useful, developing their own unique culture in the process. However, they hold a deep grudge against the Republic of Bastok for burning down Palborough Mines, a sacred site and breeding ground for their kind, in search of mineral resources, and are in fierce conflict with the Republic as a result.

Goblin / Moblin

DATA (Goblin)

Sphere of influence: The Middle Lands

DATA (Moblin)

Base: Movalpolos

Leader: Generalwick, the military strategist

A nomadic people scattered across both the Quon and Mindartia continents. Carrying large bags on their backs, they lead a nomadic life like thieves in the night. They are also known for having some kind of skill, and many of them use this skill to integrate into human society and live among humans.

Although Goblins do not typically settle in one place, there is a sub-tribe of Goblins that lives in an underground city. These "Moblins" are said to work day and night on excavation projects in the underground city of Movalpolos.

Gigas

DATA

Faction name: Gigas Mercenaries

Faction territories: Qufim, Fauregandi, etc.

Hulking Beastmen who migrated from the north to The Middle Lands. Known sub-tribes include the Giant, Gigas, and Jotunn. During the Crystal War, all of these tribes made a pact with the Shadow Lord and joined the Beastman Confederate as mercenaries. After that, it seems they were unable to return to their homeland, and they continue to fight against humans to this day.

Sahagin

DATA

Base: Sea Serpent Grotto

Territory: Elshimo Lowlands

Amphibious half-human, half-fish Beastmen. They control the western waterfront of Elshimo Island, and the entire race is governed by a council of chiefs from several tribes. Whether their opponents are humans or Beastmen, they maintain a policy of non-interference with other races. However, they show no mercy to those who pollute the water or encroach on their territory.

Demon

DATA

Faction name: Kindred

Base: Castle Zvahl

Leader: Shadow Lord

Territory: Valdeaunia

A winged race that, according to legend, looks exactly like demons. Possessing high intelligence and robust physiques, they were feared as the Shadow Lord's elite guard. According to one theory, they emerged from Hell and are said to serve "The Dark God," who granted power to the Shadow Lord, but their true nature remains unknown.

Tonberry / Cryptonberry

DATA (Tonberry)

Base: Temple of Uggalepih,

Territory: Elshimo Uplands

DATA (Cryptonberry)

Base: Pso'Xja

An eerie race that inhabits the high-altitude areas on the eastern side of Elshimo Island. Clad in shabby coats and carrying lanterns, they are said to harbor a growing resentment toward humans, day and night.

A subspecies known as "Cryptonberry" has also been found at the northern ruin of Pso'Xja. However, the connection between these creatures and the Tonberry on the far-away Elshimo Island remains unclear.

Antica

DATA

Faction name: Empire

Base: Quicksand Caves

Territory: Kuzotz

Ant-like Beastmen roam the deserts of Kuzotz. They form a highly controlled military society known as the "Empire." As newborns, they are assigned military duties, a physique suitable for those duties, and a serial number, and they spend their entire lives with little sense of self, serving the sole purpose of contributing to the Empire. One of their characteristics is that they do not have vocal organs and communicate using friction sounds made by rubbing their heads together.

Qiqirn

DATA

Base: Nashmau

Sphere of influence: Various parts of the Near East

Beastmen with rat-like appearances who live in cities and other areas in the western part of the Empire of Aht Urhgan. According to legend, they were originally a nomadic people, but due to their kind nature, strong sense of duty, and keen senses, they were hired by humans and came to live alongside them in urban areas. Some have settled in the abandoned port town of Nashmau, while others live a semi-nomadic life.

Mamool Ja

DATA

Faction Name: Mamool Ja Nation's

Army Base: Savage Capital of Mamook

Leader: Autarch Gulool Ja Ja

Territory: Mamool Ja Nation

A race that calls itself the "Clan of Shining Scales." They look down on humans as "scaleless ones" and have repeatedly invaded the former suzerain state, the Empire of Aht Urhgan. They are divided into four classes—Warrior, Aquatic, Sage, and Knight—with the leaders of each class, the "Mamool Ja Autarchs," having governed the country. However, it appears that recently, the country has been under the dictatorship of the Tenant.

Mero

DATA

Base: Dark Azure Sea

Territory: Arrapago Islands

Beastmen said to be closely related to the Lamiae, with fish tails instead of snake tails on their lower bodies. As they are considered to be closely related to Lamiae, they cooperate with them, and they often bring drowned corpses to join the Undead Swarm when requested. Like Lamiae, they are suspected to be a type of Chimera.

Troll

DATA

Faction name: Troll Mercenaries

Base: Halvung

Leader: Gurfurlur the Menacing, Mercenary Commander

Faction Territory: Halvung Mercenary Company Territory

Beastmen with exceptional combat skills. Originally a race that lived in the central part of the Aradjiah Continent, they have produced many Mercenaries since ancient times. Those living in the autonomous territories in the Near East are also descendants of mercenary groups once hired by the Empire of Aht Urhgan, but they have now switched allegiance to Megomak of the Moblin and are rebelling against the Empire.

Poroggo

DATA

Home base: Mamook

Bipedal Beastmen of the Toad (Tree Frog) type. According to Windurst legend, this species was created by Samariri, an anti-war saint, who cast Magic on a toad. Afterward, they were exterminated in Windurst as pests, but were rediscovered in the Near East as a species friendly to the Mamujiya.

Lamiae

DATA

Faction name: Undead Swarm

Base: Arrapago Reef

Leader: Medusa

Territory: Arrapago Islands

A race with the upper body of a Hume woman and the lower body of a serpent. Although they are fewer in number than the other Beastmen who inhabit the Near East, they manipulate human corpses to create an "Undead Swarm" and launch repeated attacks on the Empire of Aht Urhgan. According to one theory, Lamiae are not strictly Beastmen, but rather Chimeras created through alchemy.

Moogle

DATA

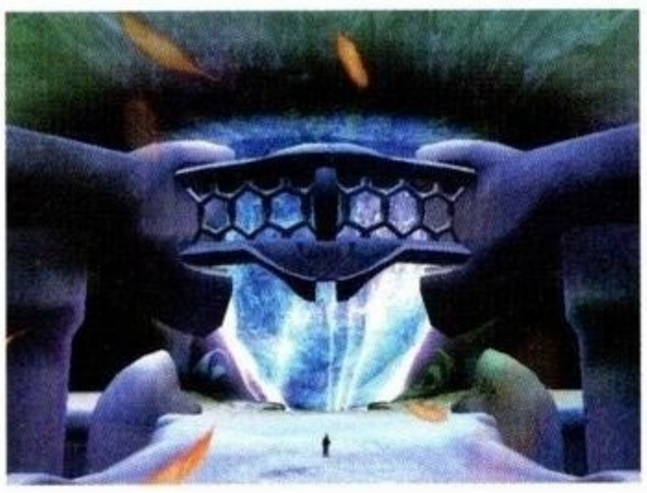
Faction name: Mog House Management Union

Faction territory: Human settlements throughout Vana'diel

Beastmen who have small wings and round bodies, and who work as helpers. They have had a close relationship with humans as collaborators since ancient times, and they are honest and caring. Because of these qualities, they were selected to serve as caretakers of the Mog Houses, accommodations provided by each country as part of their support for Adventurers, and they work day and night to help Adventurers. Sometimes, they also plan events to entertain Adventurers.

Crystal ···· The primordial stone from which all things were created

The stone that created Vana'diel and gave birth to life and the gods. Also known as "Mothercrystal," it is believed by people to be the source of the various powers that exist in the world. Once upon a time, an ancient people called the Zilart thrived in the Middle Lands. It is said that they built an advanced civilization using the power of Crystal, and even today, glimpses of their civilization can be found in ruins throughout the region.

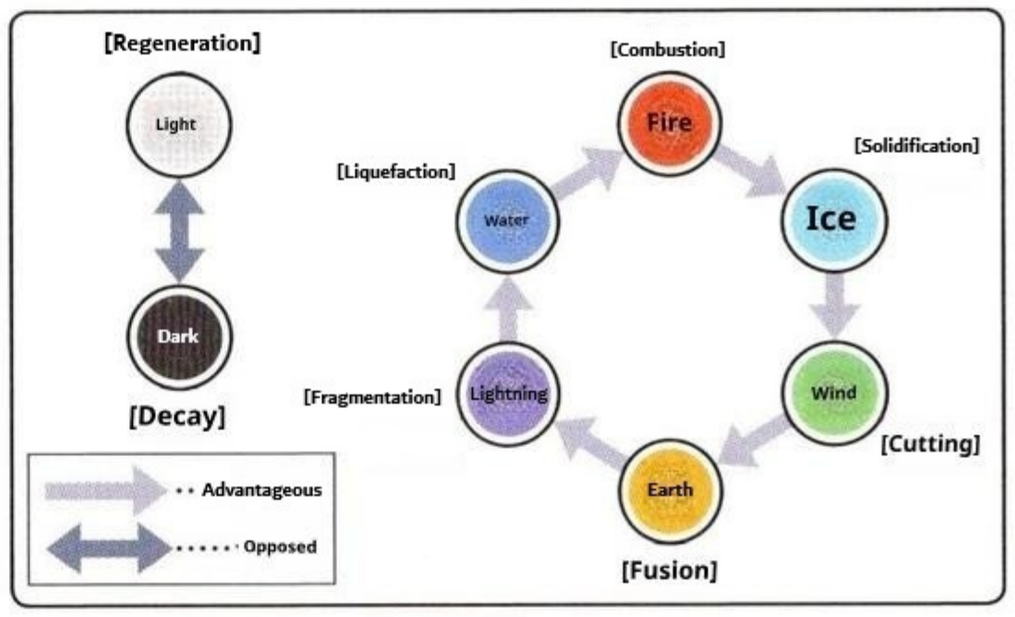


← The primordial Crystal spoken of in legends. Even today, it still exists in five fragments, but only a very small number of people know this fact.

■ As Energy Crystals

Energy crystals obtained from plants, animals, and other sources are also commonly referred to as Crystals. These stones possess the power of one of the eight Elements that surround Vana'diel, and have been used as an energy source in daily life and industry.

◆ Energy and Correlation by Element



Goddess Altana ···· Goddess of the Dawn, Mother of Humanity

A goddess said to have created the five human races. She is one of the gods born from the primordial stone. It is said that she wept tears of sorrow at the plight of Vana'diel, which had been devastated by divine judgment, and that the five human races were born from those tears. She is said to be the counterpart of Promathia, the God of Twilight.

■ Forms of Worship

Goddess Altana is considered the mother goddess of humankind, and faith in her has given rise to denominations such as the San d'Oria State Church, the Tavnazia sect, and the Aymelt sect. Furthermore, the people of Windurst believe that the Star Sibyl, the supreme leader of Windurst, is the reincarnation of Altana.

← A statue of Altana, left in the Hall of the Gods at the entrance to Mev, a sacred site on the Goddess Pilgrimage. With her large wings spread, her figure exudes compassion.

← In San d'Oria, the Cathedral, the headquarters of the San d'Orian Church, towers over the city, and it is a place where believers offer prayers and monks engage in their spiritual practices on a continual basis.

Promathia, God of Twilight, Father of the Beastmen

The male god who is the counterpart of Goddess Altana. When Altana gave birth to humans, he reproached her for her actions and placed a Curse on humans, causing them to fight among themselves. Furthermore, it is believed that he is the abominable god who created the Beastmen as a warning to humans, but because he is so reviled, no detailed information about him has been passed down. Among the Beastmen, some venerate Promathia as their creator.

← For some reason, the stone statue of Promathia has no face, and unlike the statue of Altana, who has the wings of freedom, Promathia is completely bound in chains.

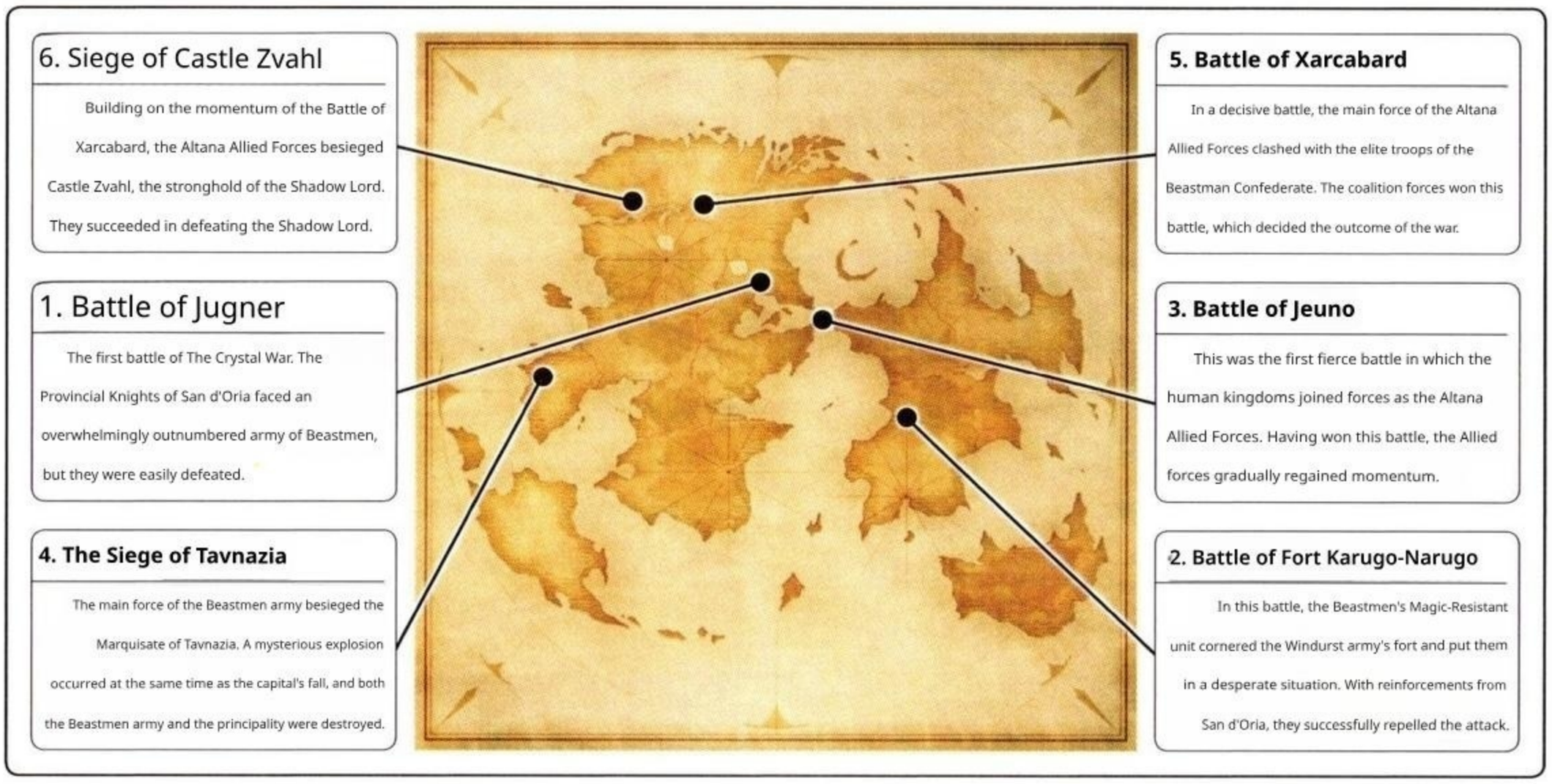
The Crystal War: The Great War between Humans and Beastmen

A war between humans and Beastmen that took place from 862 C.E. to 864 C.E. During the war, the Beastmen plundered Crystal on a large scale, which is how the war got its name.

The conflict began in Crystal Era (C.E.) 855, when the "Shadow Lord," who aimed to exterminate humanity, suddenly appeared in Valdeaunia. With his overwhelming military power, the Shadow Lord united the various Beastman factions to form the Beastman Confederate. In 862 C.E., the Dark King unilaterally declared war on the human kingdoms and launched an invasion. Initially, the human kingdoms fought the Beastmen armies individually and suffered repeated defeats.

However, at the suggestion of the Grand Duke of Jeuno, Kam'lanaut, the Altana Coalition was formed, and through cooperation, they managed to turn the tide against the beastmen. Finally, they defeated the Shadow Lord, and in C.E. 864, they also defeated the Beastmen army, which had resisted to the end, bringing the war to an end.

← Even today, more than 20 years later, The Crystal War is still spoken of as a symbol of tragedy. Even today, deep scars from that conflict remain in many places.



Altana Allied Forces

A combined force of the human kingdoms, led by the Grand Duchy of Jeuno, comprising the armies of San d'Oria, Bastok, and Windurst. Initially, the alliance was merely a commitment by the various armies to share information and provide mutual support, but over time, it developed into a force capable of standing up to the Beastman Confederate. This alliance is also historically significant in that it brought together countries that had previously been at odds with one another to form a cooperative relationship.

Armies of the Altana Allied Forces

Beastman Confederate

An army formed by uniting various Beastmen factions from The Middle Lands. The Shadow Lord led his Kindred, uniting them by force. At its core were four armies: the Orcish Empire Army, the Quadav Shield Warriors, the Yagudo Theomilitary, and the Shadow Lord's Imperial Guard. Supported by the immense power of the Shadow Lord, they established a regime of rule through fear, which collapsed soon after the Shadow Lord was defeated.

Units of the Beastman Confederate

***In addition to the above, there were also units such as the Tonberry Assassination Squad and the Sahagin Underwater Sabotage Squad**

Concord of Altana: To Maintain a Cooperative Relationship

A trade alliance formed between the four nations of San d'Oria, Bastok, Windurst, and Jeuno, which are members of the Altana Union. The alliance was formed in Crystal Era (C.E.) 865, the year after the end of The Crystal War, in order to maintain the cooperative relationship established during the war. Based on this agreement, each country established a consulate in the others, which promoted exchanges between the nations. A Summit of the Four Nations was also held, and the four nations began to implement joint policies.

← The Summit of the Four Nations, where representatives from each nation gather to discuss international policy. Matters concerning Certified Adventurers are also decided at this forum.

Conquest ···· Balancing war deterrence and law enforcement

A power struggle between San d'Oria, Bastok, and Windurst that also served to maintain public order. Initiated by Grand Duke Kam'lanaut in Crystal Era (C.E.) 884, the Conquest aims to deter war between human nations and to improve public security in each region. Many nations use Adventurers as part of their Conquest forces.

◆ How Conquest Works

- For each Region, the contribution of each country to public security is recorded, and the total is calculated at regular intervals.
- The country with the highest contribution level is granted control over its region. However, the period of control lasts only until the next tally.

← If you participate in the Conquest, you must obtain a Magic Signet, a signet issued by the guard of your home country or Jeuno.

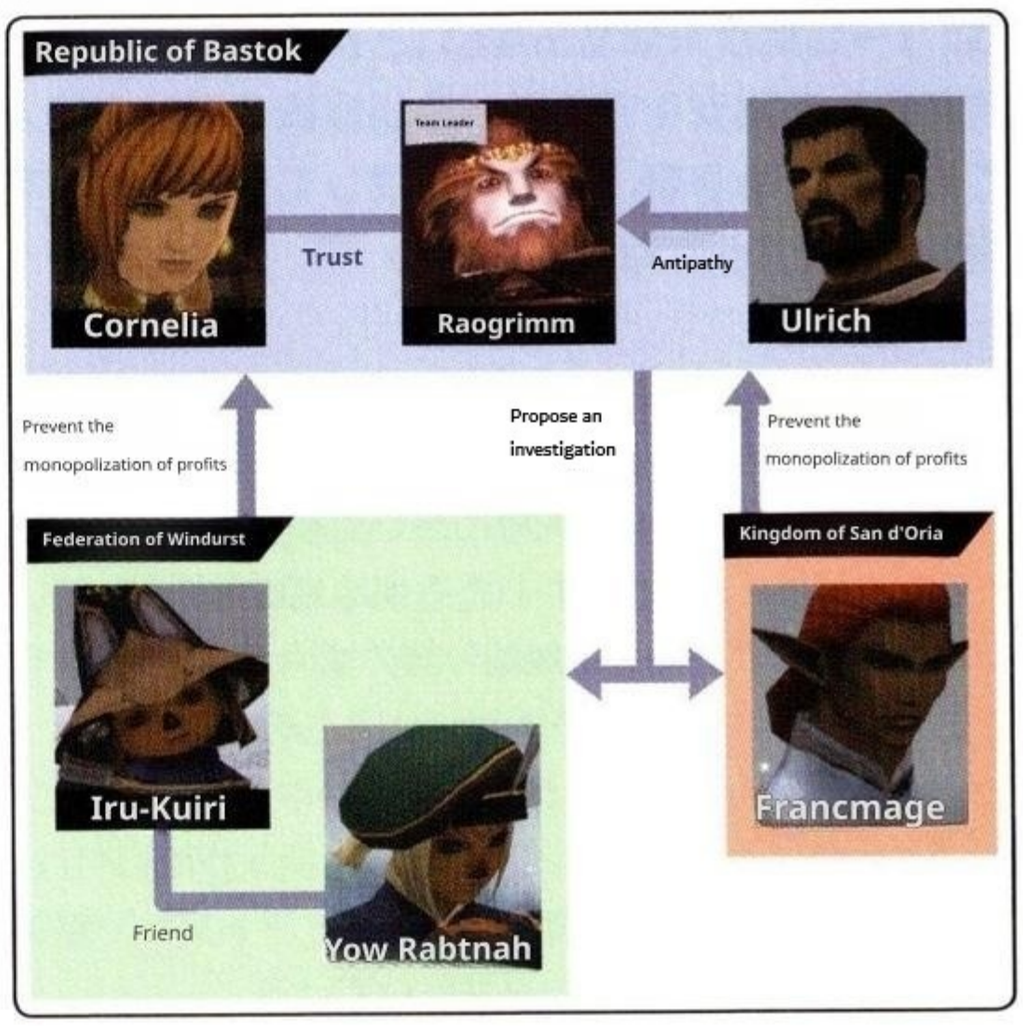
→ When Conquest participants are defeated, the power of the Beastmen increases by the same amount. Sometimes, control of a Region may shift to the Beastmen.

Joint Northern Expedition of the Three Nations: An expedition that left behind various ill effects

In Crystal Era (C.E.) 855, an international expedition team was dispatched to Valdeaunia, the northernmost region of the Quon Continent. Six members of the expedition were recruited from the three nations, excluding Jeuno, to investigate a mysterious power said to lie dormant in the northern lands. However, Raogrimm and Cornelia, the team leaders dispatched from Bastok, went missing, and the expedition itself was called off without achieving any results. After that, the members of the expedition team died one after another under mysterious circumstances.

← Each of the three kingdoms sent out investigation teams, each with its own agenda. The truth about the investigation that led to the deaths of all the corps members remains shrouded in mystery.

✤ Organizational chart of the Northern Expedition



Adventurer: The key figure who shapes the era, and the player's avatar

After The Crystal War, a new generation of Adventurers rapidly rose to prominence. They emerged as the Middle Lands were once again entering a period of turmoil due to renewed strife between human nations and the rise of the Beastmen. Although they do not belong to any nation, they act according to their own sense of justice and their beliefs. From handling requests from citizens to performing official duties for the nation, they are becoming valued as individuals who can solve various problems in Vana'diel. Then, in Crystal Era (C.E.) 884, the nations of the Altana Union jointly issued a decree officially recognizing Adventurers and announced that they would provide public support to them. Indeed, the world is entering an "Era of Adventurers" that desperately needs them.

However, Adventurers generally operate independently, and they have no obligation to 'do anything.' Their activities are diverse: some defeat monsters to protect public safety, some hone Synthesis techniques to pursue a career as craftsmen, and some delve into history to uncover the secrets of the world.

← Adventurers who emerged in a form needed by the times. In the game, the present day corresponds to the early stages of the "Age of Adventurers."

→ Adventurers have mastered a unique skill system called a "Job," which they use to solve problems.

Mercenaries in the Near East

Originally, Adventurers were a profession that operated only in the Middle Lands, but in recent years, they have also expanded into The Near East, where shipping routes have been opened. This is thanks to the efforts of Salaheem's Sentinels, a mercenary dispatch company officially recognized by the Empire of Aht Urhgan. Many of the Adventurers who have traveled to the Near East are hired by the Salaheem Company as Mercenaries and engage in official duties, such as the defense of the Imperial Capital Al Zahbi during the "Besieged" operation and the "Assault" invasion operation. Even for the Empire of Aht Urhgan, whose national power has been severely depleted, these adventurers are considered a valuable military force.

← In The Near East, too, Adventurers are valued both as Salaheem-affiliated Mercenaries and as handy all-rounders.

The protagonist, who travels as the player themselves

In the game, the Adventurer is the player's avatar and also the main character of the story. At the start of the game, the player creates an Adventurer, who becomes their player character. At this point, the player can freely choose their name, race, and other characteristics, including those listed below. The character's background is not specifically determined, and the character does not make statements or take actions that are not based on the player's choices. Players create the character they want and, in effect, become the protagonist of their own story.

◆ Elements that players can set when creating a character

● Name ● Race and gender ● Face type ● Hair color
● Body size ● Initial Job ● Initial home country

*Job and home country can be changed after the game starts.

← Choose the Adventurer's race from among the five human races. Each race has eight face types, and for each face type, you can choose from two hair colors.

→ There are two types of Jobs: "Standard Jobs," which can be selected from the start, and "Advanced Jobs," which are learned through Quests.

Job List

■ Standard Jobs

Warrior

A fighter skilled in using a wide variety of Weapons. Fights while flexibly shifting the balance between offense and defense.

Monk

A fighter who uses his own body as a Weapon. Uses a fighting style that combines Eastern martial arts with those of San d'Oria.

White Mage

A healer proficient in Healing Magic and Divine Magic. Some of them are also clergy, linked to the worship of the Goddess.

Black Mage

An offensive mage who is proficient in Elemental Magic and Dark Magic. They form the main force of the Windurst army.

Red Mage

A versatile warrior who is proficient in both White Magic and Black Magic, as well as swordsmanship. Specializes in Support Magic.

Thief

A hitman who uses thieving skills in battles and adventures. They use deft and cunning movements to outmaneuver their enemies.

■ Advanced Jobs

Paladin

A proud knight who has mastered swordsmanship and White Magic. Descended from the cavalry of San d'Oria, this character excels in defense.

Dark Knight

An outlaw who wields a black blade imbued with dark karma. They carry on the philosophy of the "Dark Blade," which has been passed down among the Galka since ancient times.

Beastmaster

An expert in Monster research. Can control Monsters and use them as pets.

Bard

A traveling artist who inspires his allies with Song. A singer of "Bard Songs" who wields a power akin to Magic.

Ranger

An archer who specializes in Ranged Attacks using bows and guns. In Mithra, many people make a living from this Job.

Samurai

A warrior who has imbued his soul into the Eastern Weapon, the Katana. From a state of perfect calm, they perform a wide range of skills.

Ninja

An assassin who wields two swords, making full use of his unique swordsmanship style. They also use an Eastern art known as Ninjutsu.

Dragoon

A knight who soars through the sky with a flying dragon, spear in hand. Although this technique was lost for a time, it has been revived in recent years.

Summoner

A heretical mage who commands divine beasts. In Windurst, summoning was prohibited as a dangerous art.

Blue Mage

A user of Blue Magic who can replicate the powers of magical beings. They are said to devour the souls of monsters and gain their powers.

Corsair

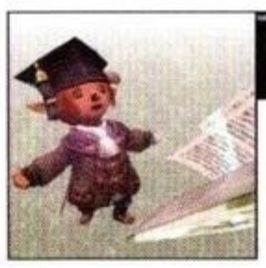
A pirate faction that carries on the legacy of a fallen nation. Specializes in combat tactics that use dice and cards.

Puppetmaster

A street performer who travels with an Automaton, a mechanical doll. They work together with the automaton to defeat enemies.

Dancer

A dancer who has mastered the martial dance "Kriegstanz." It is said that they played an active role during the Crystal War.



Scholar

A scholar who studied "Schultzian Military Science." He was highly valued during The Crystal War, but disappeared after the war.

Chapter 2

MISSION STORY GUIDE

Mission Story Guide

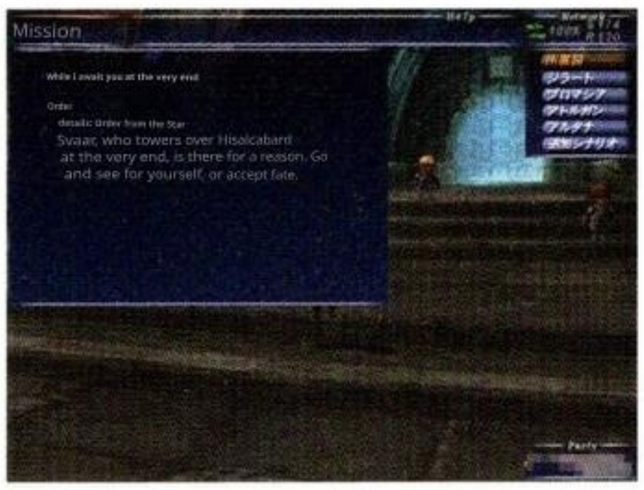
Mission Basics

Mission Story Guide

In "FFXI," players become Adventurers and freely explore Vana'diel. Let's take a look at the "Mission," which is the main story that unfolds during that journey.

Missions—▶▶ Grand stories that shake nations and the world

Missions unfolding across various regions (or stories in the case of "Chains of Promathia") depict official assignments from your home country and events tied to challenging incidents that could shake the world. As of April 2009, there are eight types of Missions listed on the right page, and Adventurers will become involved in the stories within them. On the following pages, we'll introduce the story of each Mission in order.



← In the Main menu's "Mission" section, you can check currently unlocked and completed missions.

How to progress through a Mission

Missions fall into two categories: "Home Country Missions" and "Missions added through Expansion Data Disks." Each has a different way of progressing.

■ **How to progress through Home Country Missions**

You can accept Home Country Missions from the Guards at the Gatehouse. The Missions offered vary based on the Adventurer's "Mission Rank," which indicates their status within their home country, and their "Rank Points," which reflect their contributions to the country. The higher the Mission Rank, the more important the tasks entrusted to them. Once you accept an offer, the process is as follows, and completing the Mission will increase your Mission Rank.

■ **How to progress through Missions added with the Expansion Data Disk --**

To start a Mission added by an expansion data disk, you must have the corresponding expansion data disk for each Mission. After that, once certain conditions are met, the Mission automatically begins. Once the Mission begins, the Adventurer will work hard to achieve the immediate goal, just like with a Home Country Mission. Then, once the goal is achieved, that Mission is completed, and the next Mission starts right away. At that point, unlike with Home Country Missions, you cannot choose whether to accept the Mission or not.

How Home Country Missions Work

1 Accept the offer

↑ Talk to the Gatehouse guard and select the Mission you want to undertake.

2 Complete the Mission

↑ Complete the assigned mission. The missions you undertake vary widely, ranging from exploration to subjugation.

3 Report the completion of the Mission

↑ Talk to the guards or important figures in the country and report that you've completed the task to finish the mission.

Mission INDEX

Kingdom of San d'Oria Mission ►►► P.46

Home country

The tale of San d'Orian, the land of knights. The plots of the royal family, who seek to restore vitality to their homeland, the mysterious man Rochefort, and the Orc army, the kingdom's enemy, intertwine.

Republic of Bastok Mission ►►► P.68

Country of

The story of the industrial nation of Bastok. It depicts the path to ethnic reconciliation, focusing on the simmering issues between the two races living in the republic—Hume and Garka.

Federation of Windurst Mission ►►► P.90

Country of

A tale of the magical land of Windurst. In a seemingly peaceful federation, the young mage Ajido-Marujido, realizing that peace is fragile, fights alongside an Adventurer.

Three Nations Missions ►►► P. 114

Home Nation

A shared story that is inserted between the Missions of the three nations you belong to. Adventurers throw themselves into battle to thwart the Beastmen's plot to resurrect the Shadow Lord.

Rise of the Zilart Mission ►►► P.126

Expansion

The main story of the expansion data disc "Rise of the Zilart." This sequel to the Three Nations Missions depicts the ambitions of an ancient people who are willing to destroy the world.

Chains of Promathia story ►►► P. 142

Expansion

The main story of the expansion data disc "Chains of Promathia." Through an adventure with the "forbidden child" Prishe, the secret of creation will be revealed.

Treasures of Aht Urhgan Mission ►►► P.180

Expansion

The main story of the expansion data disc "Treasures of Aht Urhgan." In the Empire of Aht Urhgan, a major power in the Near East, an Adventurer becomes entangled in a conspiracy that threatens to shake the world.

Wings of the Goddess Mission ►►► P. 208

Expansion

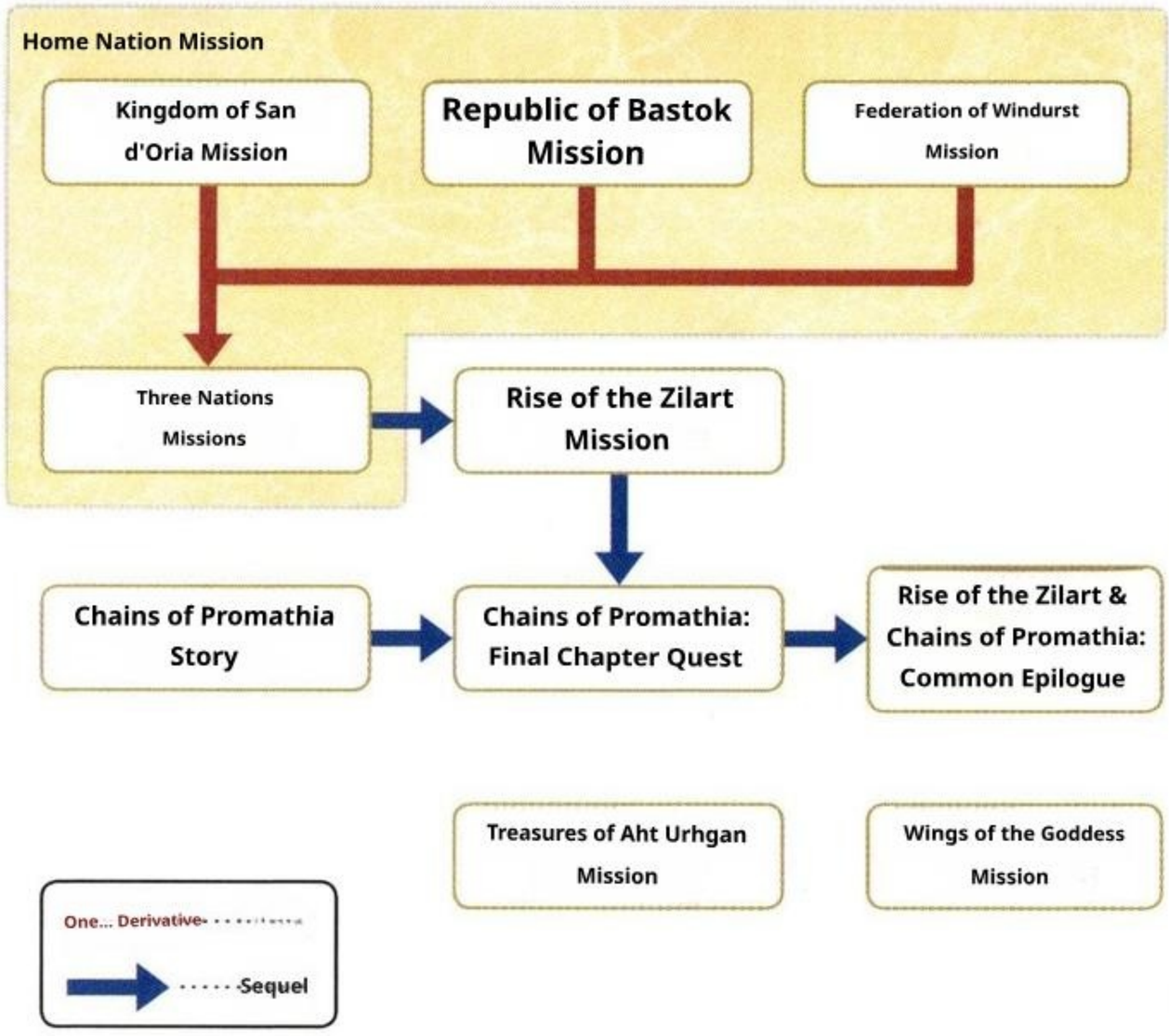
The main story of the expansion pack "Wings of the Goddess." What fate awaits the Adventurer who travels through time to Vana'diel during The Crystal War...?

Column: The Interconnections Between Missions

While each Mission unfolds its own story, they are interconnected. For example, starting a Mission may require completing another, or one Mission may branch off from another (see the diagram on the right). Furthermore, all Missions are interconnected in terms of their story content and setting. In the story introductions for each subsequent Mission, the names of related Missions and Quests are also listed. Please use these as a reference to fully immerse yourself in the grand narrative unfolding in Vana'diel.

↑ The once-prosperous Zilart civilization. "Rise of the Zilart" and "Chains of Promathia" are epic works that depict the resurgence and ultimate demise of the Zilart people's ambitions.

◆ Relationships between Missions



MISSION STORY GUIDE: Kingdom of San d'Oria Mission

The Kingdom of Sand'Oria

Prologue

The fortified city of San d'Oria····

·· an ancient kingdom steeped in countless legends, situated in the northern reaches of the Quon Continent.

However, the glory days of San d'Orian, when heroes with gleaming swords held high roamed these lands, are now a thing of the past.

The Kingdom of the Knights of Twilight... an aged, slumbering lion. There are those who linger in the shadows.

Yet, even now, the young knights of Elvaan stride through the lands of Vana'diel with unwavering conviction and pride in their hearts, impervious to any challenge.

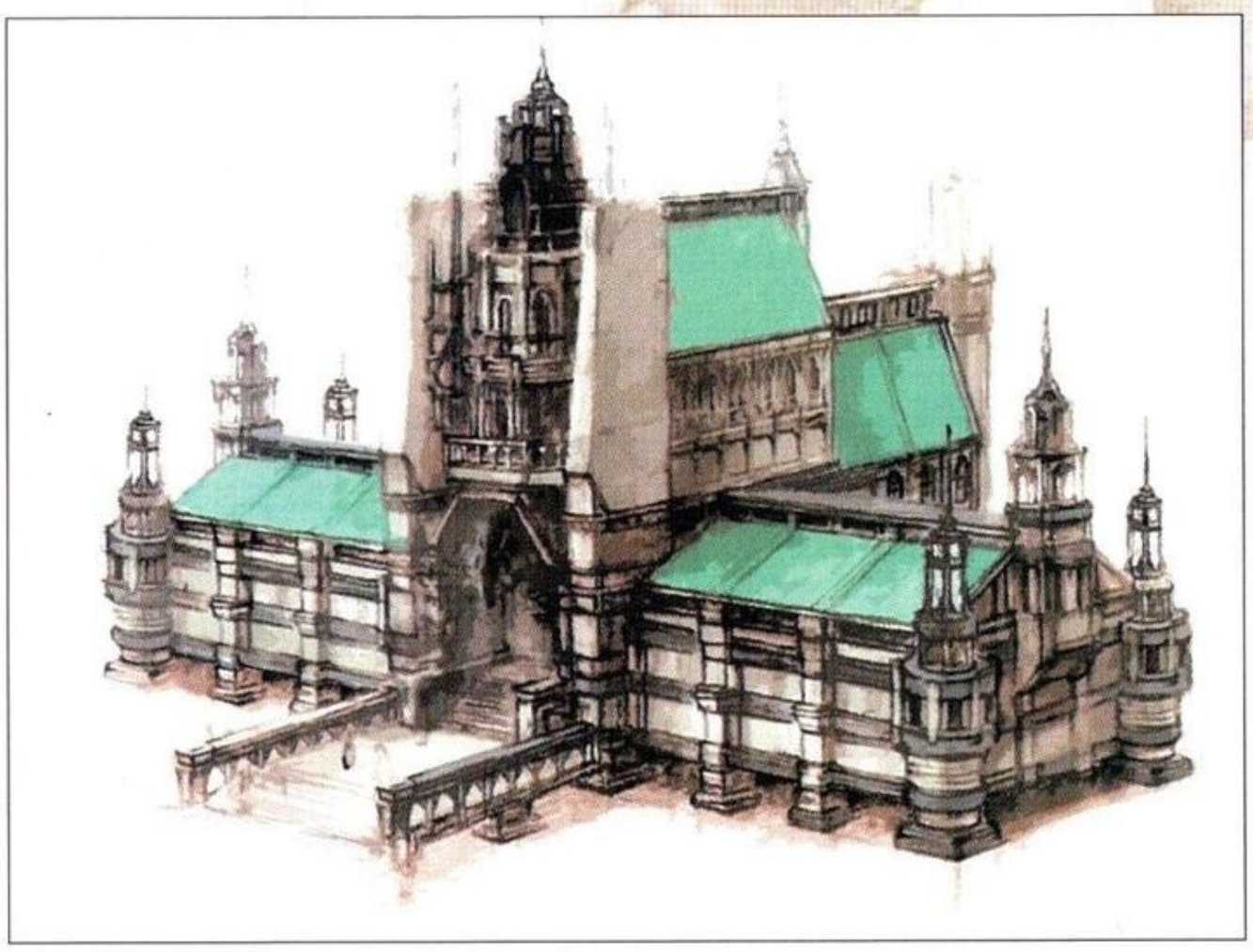
And now, once again, an Adventurer is about to take a new step in this land.

What will the Adventurer see and hear in this land?

What dreams and days of adventure await the Adventurer in Vana'diel?

Eventually, after a long time has passed, it might become a song sung by a Bard, or a tale told by the fireside in the depths of winter.

But here's how it all began.
One day, an Adventurer arrived in San d'Orian...



Opening

In South San d'Oria

Curilla: (noticing the commotion at the gate) What's going on? Cérol: Ah, Lady Curilla. The Royal Knights refused to verify their identities...

Curilla: You all did a great job with the subjugation. You must be tired from the long journey. Report the battle situation to Lord Trion, then immediately take off your helmet and show your family how well you are. Everyone is eagerly awaiting your return.

Andrenaut: Aye, Lady Curilla! Let's go. Curilla: (watching the departing royal knights) They had just been struggling in endless chaos. Understand that and act accordingly. Sometimes, in our line of work, it's necessary to bend the rules. If you're proud of your role in the first place, a little bit of sarcasm shouldn't faze you. We are the face of San d'Orian, so think about that carefully before you act.

Cérol: Ah, my apologies!

Curilla: (noticing the Adventurer) Are you new? The road ahead is long and challenging, but the glory of San d'Orian rests on the achievements of each individual. I hope you will do your best.

Rahal: (Appearing while clapping) Well, well, if it isn't the Commander of the Temple Knights. You truly understand the human heart. We, the Royal Knights, are able to engage in this subjugation

It's all thanks to the Temple Knights who provide support from behind. On behalf of all of us, I express my deepest gratitude .....

Curilla: I don't recall ever being your rear guard, Rahal. More importantly, how did this operation turn out? Rahal: It seems you're still drawn to the outside world, Curilla. Isn't this fortress too cramped for you? Curilla: Hmph, cut the nonsense. The soldiers look quite exhausted, but has there been any progress? Rahal: No, it's the same as always. After all, I can't predict the Orcs' moves. On top of that, having two chains of command only adds to the confusion for me as I lead the troops on the ground. I understand the intent behind both Lord Trion's and Lord Pieuje's strategies, but...

Curilla: Rahal, this isn't a conversation to have in front of the new recruit. Let's continue this discussion at the castle, where we can take our time.

Rahal: Oh, that would be an honor. In my room, I have a special 812-year-old Laurinberry wine resting. As I pour it into a glass .....

Curilla: No, let's hear it in the strategy meeting room. If your throat's dry, I'll make you some hot Batarian tea.

Rahal: Hah, you haven't changed a bit.

In North San d'Oria

Rochefogne: Are you an Adventurer too? I'm Rochefogne. I'm also an Adventurer. I just arrived in San d'Oria a little while ago, but... ...This city hasn't changed at all. It's as if time has stood still. ...Look, do you know what that magnificent building over there is? That's the Cathedral dedicated to the Goddess of the Dawn. It's the spiritual heart of the deeply religious people of San d'Orian. Ah, that balcony. I wonder if the Pope still appears on that balcony, preaching the teachings of the Goddess of the Dawn...

(A group of knights marches across the parade ground)

Rochefogne: ...Huh? Are those the Royal Knights? They're heading back to Chateau d'Oraguille. Perhaps they were on an expedition somewhere

I wonder if they went on an expedition or something. You can see the fatigue in the way the knights walk... ... According to rumors from the road, it seems that Prince Trion is currently rallying the Royal Knights. Trion, huh... That's another name that brings back memories. I wonder if both Trion and Pieuje are doing well. ... And then there's Claidie. So, Trion and Pieuje's younger sister is a beautiful lady named Claidie. I'd really love to meet her... ...Well, it seems like I've been doing all the talking. My bad, my bad. It's been so long since I've been back to San d'Oria, so I'm feeling quite excited. Well then, I should probably head back to the castle now. If we run into each other again, please do say hello.

At Port San d'Oria

Avendale: Hey, watch out! Where are you looking when you walk? Hmm, so you're a newbie, then. No wonder you're so restless. Well, there's no point in nagging a newbie who doesn't know anything.

Trion: Avendale, what's wrong? What are you doing in a place like this?

Avendale: Ah, this is Prince Trion. It's just that a newcomer was wandering around a moment ago, so I was discussing the mindset of San d'Oria's citizens and such...

Trion: I see. (To the Adventurer) So, it's you. You're honing your sword, aren't you? If you become a great knight, you can make a significant contribution to the development of our kingdom.

Pieuje: It's not as simple as just improving your skills, is it? You're really quite carefree, aren't you, brother? Dealing with a newcomer in a place like this?

Trion: Huh?! What did you say?

Claidie: Hey, Brother Pieuje!

Piëge: Hmph! I was just telling the truth. Even if you increase the number of soldiers, that doesn't mean you'll win the battle.

Trion: Cut the frivolous talk. For our country, strengthening our military capabilities is an urgent priority. Even if you keep coming up with such foolish

Even if you keep coming up with useless tactics, you won't be able to stand a chance against the Beastmen.

Pieuje: Ridiculous tactics? That's a real gem. Then, what kind of strategy was it that resulted in the loss of a whole company at Batallia Downs the other day?

Trion: Let me tell you something: you think you're so high and mighty! What does someone who can't even handle a sword properly and only commands from the rear know about battle?!

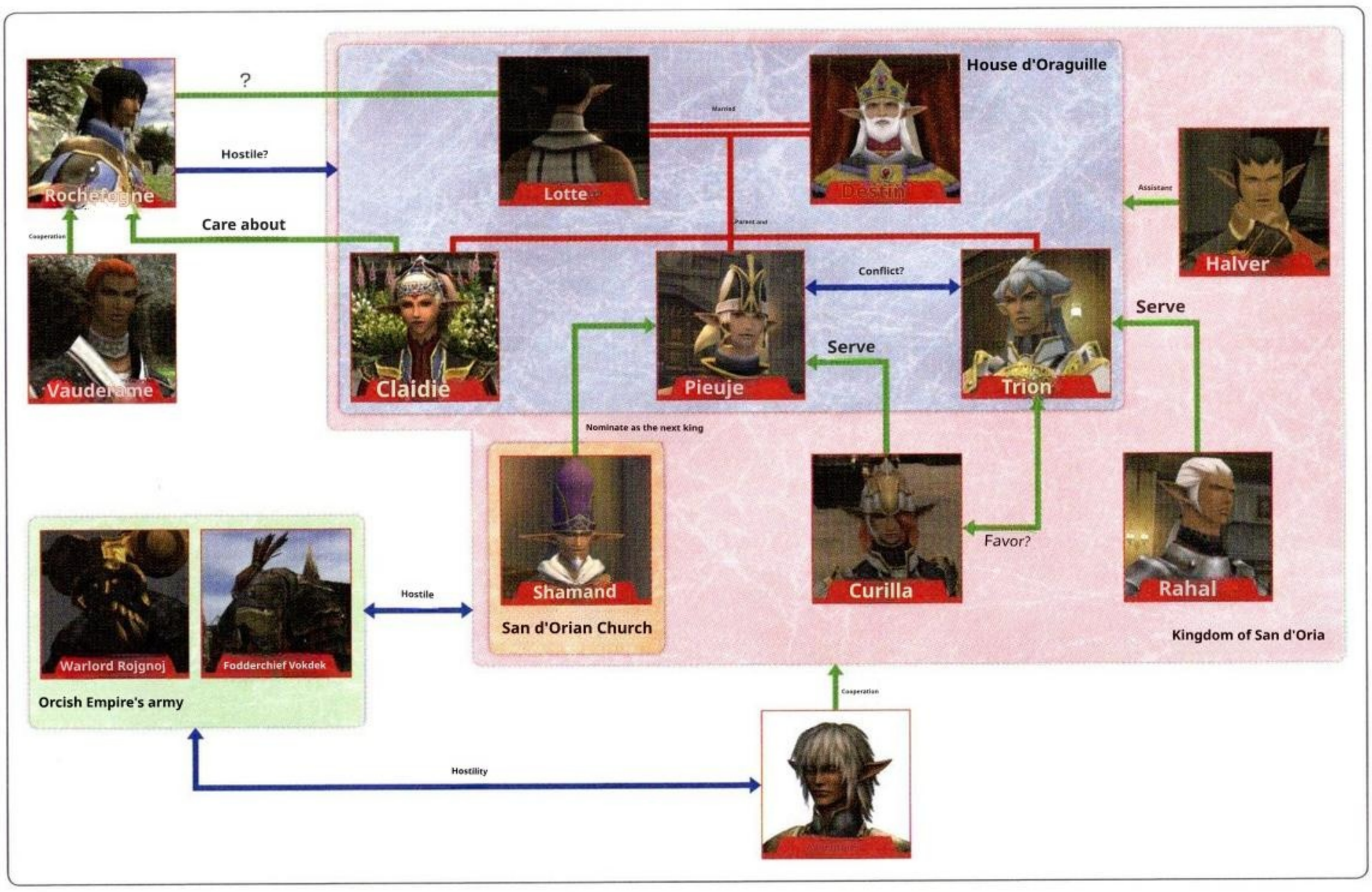
Claidie: Both of you, stop it! If you two keep bickering, you'll only upset the soldiers and the people for no reason. You both know that perfectly well, don't you? Trion: Hmph. Fine, I get it. That's all for today. But, Pieuje. If you talk back to me again, you won't get off lightly! (He leaves)

Pieuje: Good grief... My brother immediately starts yelling when things don't suit him. He's so immature. (Leaves)

Claidie: Phew, neither of us is acting like adults, for goodness sake... He's just so annoying when you try to talk to him... (To the Adventurer) Oh, right, I ended up showing you something unsightly. Please do your best to help San d'Orian develop from now on.

Characters

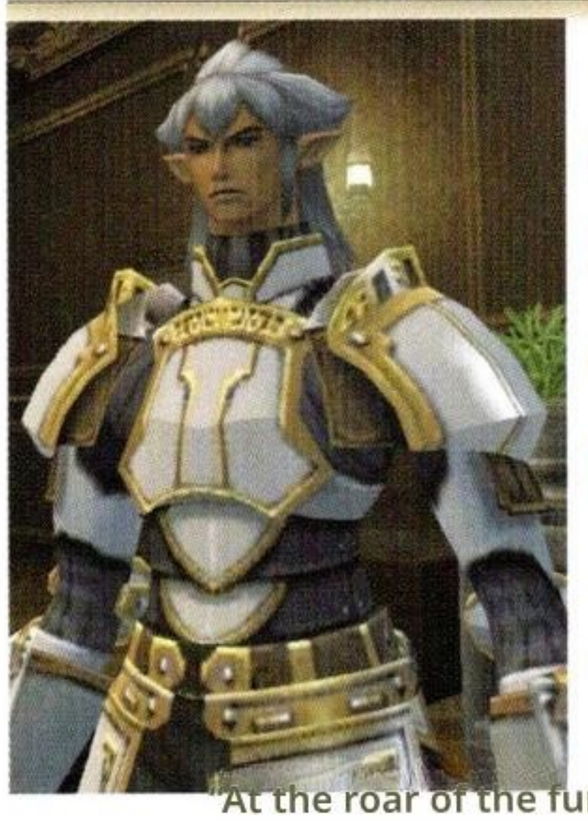
Kingdom of San d'Oria Mission



The Fierce First Prince

Trion

Trion I d'Oraguille



Main appearance scenes

San d'Oria M1-3

"Rescuing the Child"

San d'Oria M9-2

"Coming of Age"

Aht Urhgan M40

"Unraveling Reason"

San d'Oria Q69

"Sword of Oath"

Main appearance location:

location: Chateau d'Oraguille, First Prince's quarters

"At the roar of the furious lion, You should tremble!"

The eldest son of King Destin of San d'Oria. As a prince, he is renowned as one of the foremost swordsmen in the land and serves as the commander of the Royal Knights, whose primary duty is to lead expeditions. He is widely supported by the knights due to his courageous and determined nature, and he is not averse to leading his knights on expeditions to distant lands. On the other hand, he tends to prioritize military might over strategy and is said to have a strained relationship with his more intellectual younger brother, Piegie.

The thoughtful second prince

Pieuje

Pieuje I d'Oraguille

Pieuje I d'Oraguille

Main appearance scenes

San d'Oria M1-3

"Rescuing the Children"

San d'Oria M7-1 "The

Aht Urhgan M05

"Prince's Confession"

San d'Oria Q60

"Pieuje's Decision"

Main appearance location:

Chateau d'Oraguille, the Second Prince's quarters

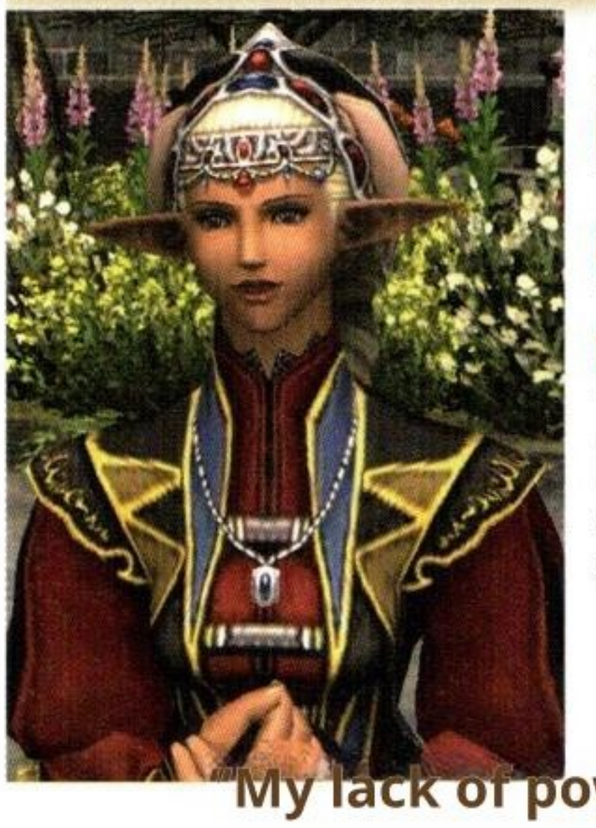
The Temple Knights should not act lightly."

The second son of King Destin. In contrast to the valiant Trion, he is calm and composed, and is known as a particularly devout follower of Altana among the d'Oraguille royal family. He commands the Temple Knights, who are responsible for maintaining domestic security, and maintains a close relationship with the San d'Orian Church, including having Pope Shamonde as an advisor. He often voices his concerns to his brother, who has a completely opposite personality, but Trion himself is criticized for being overly cautious.

A lady who embodies both kindness and beauty

Claidie

Claidie I d'Oraguille



Main appearance scenes

San d'Oria M3-2

"The Shadow Lord"

San d'Oria M8-1

"Light Bringer"

San d'Oria M9-2

"Coming of Age"

Main locations:

Chateau d'Oraguille,

Royal Tomb of Leaute

"My lack of power
I find it frustrating."

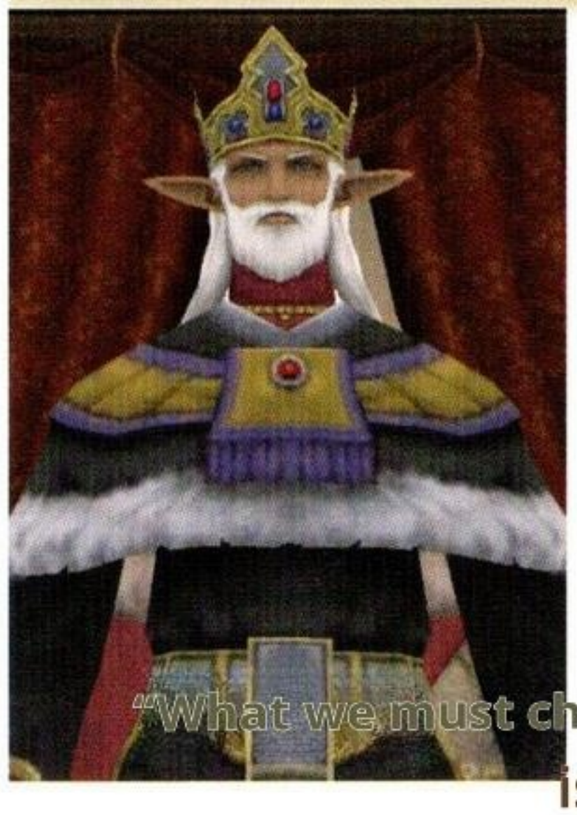
The youngest of three siblings from House d'Oraguille, soon to come of age. Despite losing her mother, Rote, at a young age, she grew up alongside her father, the king, and her two older brothers to become a woman worthy of being called a lady. She is kind, gentle, and approaches people with a flexible attitude that transcends social status, earning her great popularity among the people. While she feels distressed by the conflict between Trion and Pieuje, she also laments her own powerlessness to help her homeland.

A great man confined to his sickbed

Destin

Destin R. d'Oraguille

Destin R d'Oraguille



Main appearance scenes

San d'Oria M3-1

"Assignment to the Jeuno Embassy"

San d'Oria M6-2

"Where the Dragon King Sleeps"

San d'Oria M9-2

"Coming of Age"

San d'Oria Q54: "A Day Off at Chateau d'Oraguille"

Main appearance location:

Chateau d'Oraguille, Audience Hall

"What we must cherish most
is the people
the people who have continued to believe in us."

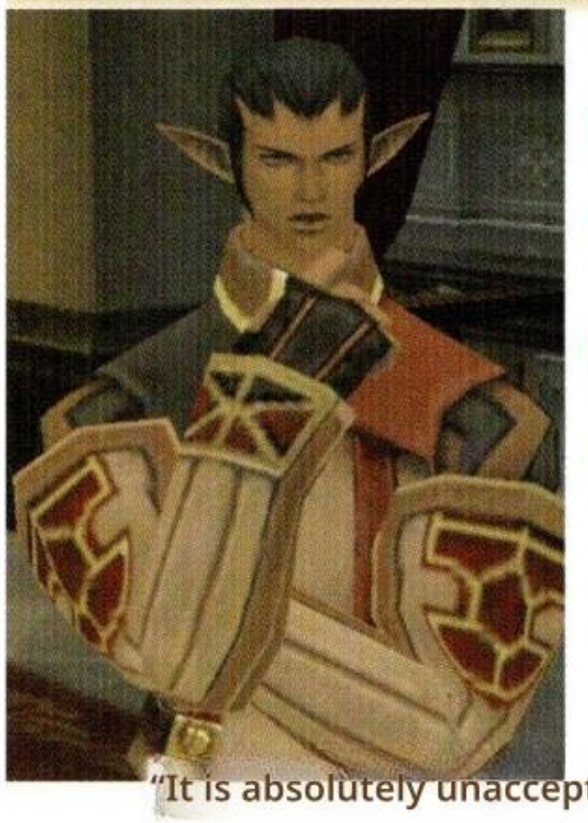
The 26th King of San d'Oria. He is renowned as a wise king for his ability to navigate through the assassination of the previous king and the chaos of The Crystal War. Currently, due to health reasons, he has delegated much of the nation's governance to his Vizier, Halver, but his regal dignity remains intact. Despite being bedridden, he remains concerned about the nation's internal and external troubles, such as the simmering Succession to the Throne issue and the never-ending battle with the Orc army. To restore the nation's prestige, he seeks the Adventurer's help in discovering the Blade of Dragon King Ranpeerre.

A capable count who supports the royal family

Halver

Halver M Borel

Halver M Borel



Main appearance scenes

San d'Oria M2-3

"Travel to other countries"

Altana M12

"Carrying State Affairs"

San d'Oria Q16

"A Rare Guest"

Vana'diel Past Q04

"Gigas Reconnaissance Mission II (Two)"

Main appearance location:

Chateau d'Oraguille, Great Hall

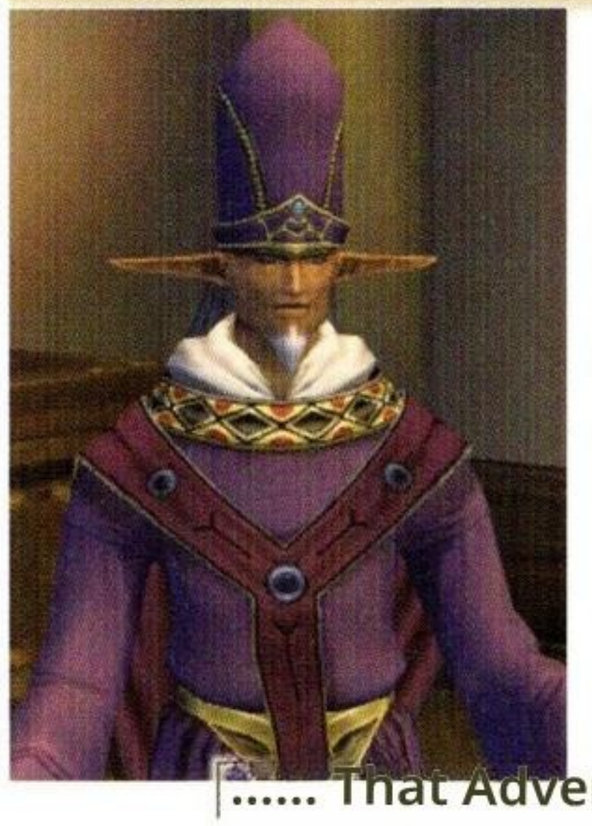
"It is absolutely unacceptable to become
the laughingstock of other nations!"

The Vizier who oversees the affairs of the Kingdom of San d'Oria. He is managing the country with precision in place of King Destin, who is recovering from a disease, but he has many concerns and suffers from daily stomach pain. He is extremely conscientious, values hierarchy, and often adopts a strict demeanor toward people from other countries. On the other hand, he also has a down-to-earth side, willingly visiting the homes of ordinary people on his own. He seems to have a younger sister, and he dotes on her.

The leader of the shadowy State Church

Shamonde

Shamonde P. Grauche



Main appearance scenes

San d'Oria M1-3

"Rescuing the Children"

San d'Oria M7-1

"Pope's Prestige"

San d'Oria M9-2

"Coming of Age"

San d'Oria Q63

"A Wandering Soul"

Main location:

North San d'Oria · Cathedral

..... That Adventurer,

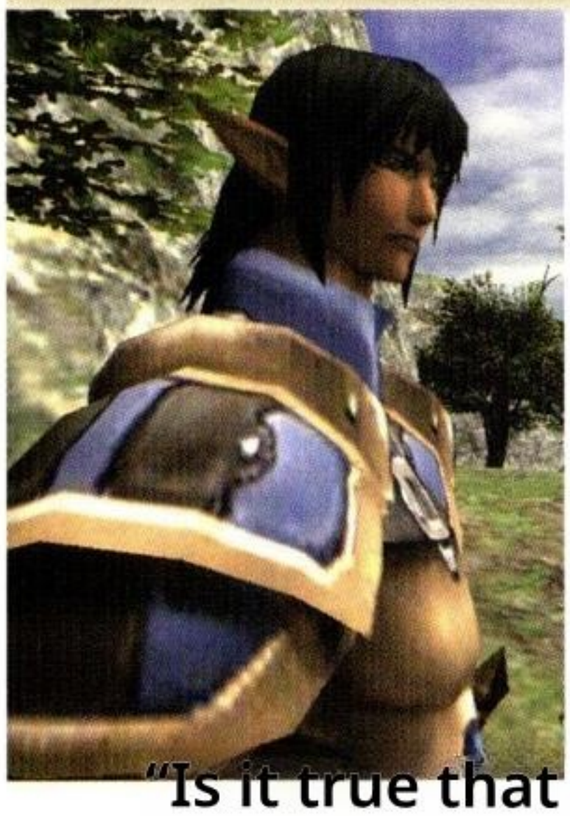
For doing something unnecessary 1

The Pope of the San d'Orian Church, which worships the Goddess Altana. He is revered not only by the church's faithful but also by the common people of the Kingdom of San d'Oria, and his authority is as strong as that of the king. He often makes conservative remarks that emphasize tradition and formality, and maintains a negative stance toward other races and religions. While he supports Pieuje, a devout follower of Altana, as the next king, he seems to be working behind the scenes for his own hidden agenda...?

The mysterious gentleman who appeared and disappeared like a ghost

Rochefogne

Rochefogne



Main appearance scenes

San d'Oria M1-1

"Defeat the Orc scout"

San d'Oria M1-2

"The Rescue Drill"

San d'Oria M8-1

"Light Bringer"

San d'Oria M9-1

"Thick Walls"

Main location:

North San d'Oria

"Is it true that Queen Rote died about 15 years ago?"

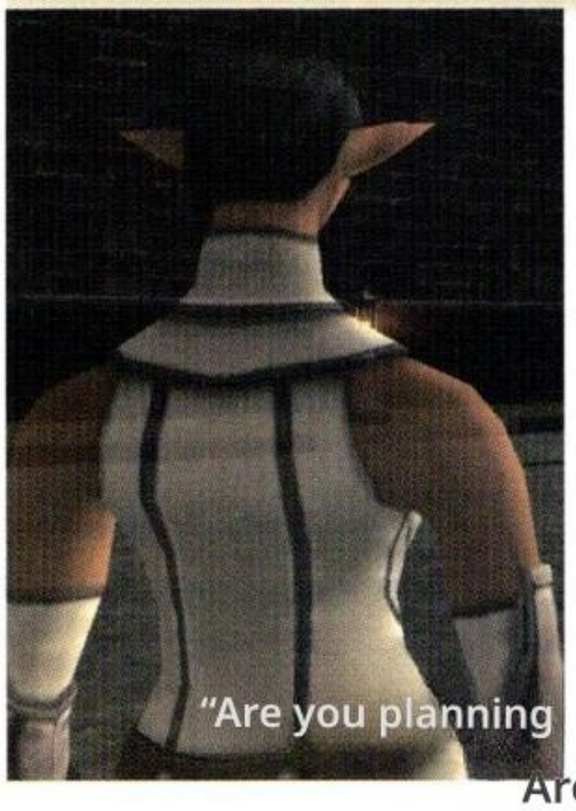
A young man from Elvaan who calls himself an Adventurer. He visits San d'Oria to meet Queen Roth, but is shocked to learn that she died 15 years ago. Thereafter, he wanders the kingdom with his collaborator Vauderame, searching for the "sword" linked to King Lamper. His words and actions suggest a deep connection to Rothé, but his true identity remains a mystery. As he repeatedly encounters the Adventurer, his conflict with the House of d'Oraguille gradually becomes clearer.

A queen of unparalleled beauty and grace

Leaute

Leaute d'Oraguille

Leaute I d'Oraguille



Main appearance scenes

San d'Oria M6-6-1

"Queen Leaute's Last Will"

"Are you planning Are you going to repeat that tragedy...?"

The queen, who married into the House of d'Oraguille from the fallen House of Tavnazia. At the age of 16, she was chosen by King Destin and married him, earning the respect of the people for her beauty and intelligence. She supported the king during challenging times, such as The Crystal War, and gave birth to three children, including Trion. However, she succumbed to a rare disease about 15 years ago and passed away suddenly. She received a state funeral, deeply mourned by the entire nation. She deeply loved flowers, and her tombstone is still adorned with them to this day.

The disciplined and honest commander of the Royal Knights

Rahal

Rahal S Lebrart

Rahal S Lebrart

Main appearance scenes

San d'Oria M6-2

"Where the Dragon King Sleeps"

San d'Oria Q70

"Sacred Seal"

San d'Oria Q73

"Those Who Trust Each Other"

Vana'diel Past Q07

"To each one's place of death"

Main locations:

Chateau d'Oraguille,

Royal Knights' quarters

"This exploration The fate of our country is at stake."

A viscount who serves as the commander of the Royal Knights. He served as a guardian to the young Trion and remains a trusted confidant to this day. He is honest and righteous by nature, and when necessary, he does not hesitate to be ruthless. While he leads the pursuit of the Orc army with his beloved sword Dragvandil, he is also known as a dragon slayer who hunts evil dragons. During the Crystal War, he is said to have thrown himself into battle despite his young age.

The commander of the Imperial Knights, a master of the sword

Curilla

Curilla V Mecru

Curilla V Mecru

Main appearance scenes

San d'Oria M3-2

"The Shadow Lord"

San d'Oria Q53

"The General's Secret"

San d'Oria Q55

"Hidden Fragments"

San d'Oria Q62

"Those who blend into the Darkness"

Main locations:

Chateau d'Oraguille,

Temple Knights' quarters

"Sometimes, in our line of work, it's necessary to bend the rules.

The female commander who leads the Temple Knights. Her swordsmanship is renowned as the best in the kingdom, and despite her strict demeanor, she displays a delicate, feminine touch that earns her the admiration of the knights. Although she injured her left eye during a match with Trion at the recent Kingdom Swordsmanship Tournament, she keeps this fact hidden from others and continues to perform her duties. She holds the position of priest partly because her late father was a devout follower of Altana, but deep down, she feels at odds with the national church's stance.

The gardener who served the late queen

Chalvator

Chalvatot

Main appearance scenes

San d'Oria M6-1

"Queen Rote's Will"

San d'Oria Q52

"In Queen Roth's Garden"

Jeuno Q68

"Where the Wheels of Time Intersect"

Main locations:

Chateau d'Oraguille,

Royal Tomb of Leaute

An elderly man who tends to the gardens of Chateau d'Oraguille. He comes from a family that has served the Queen of San d'Oria for generations, and he himself devoted himself to the late Rote. Though stubborn and outspoken, he holds deep respect for the queen and cherishes Claidie, who keeps her memory alive.

Rochefogne's collaborator

Vauderame

Vauderame

Main appearance scenes

San d'Oria M1-2

"The Rescue Drill"

Windurst Q72

"Gather at Tenshodo"

Windurst Q74 "The

Glory of the Principality"

Main locations:

Lower Jeuno and Tenshodo

A bandit who works alongside Cauchon. Known as "Vauderame of Gentian." He's a skilled member of the secret organization Tenshodo, but there are many mysteries surrounding his actions. He is cooperating with Rochefogne for some reason.

A female Adventurer seeking the Holy Sword

Eidetale

Eideialc

Main appearance scene: San

of the Beastmen Weapon"

San d'Oria M9-1

"Thick Wall"

Main appearance

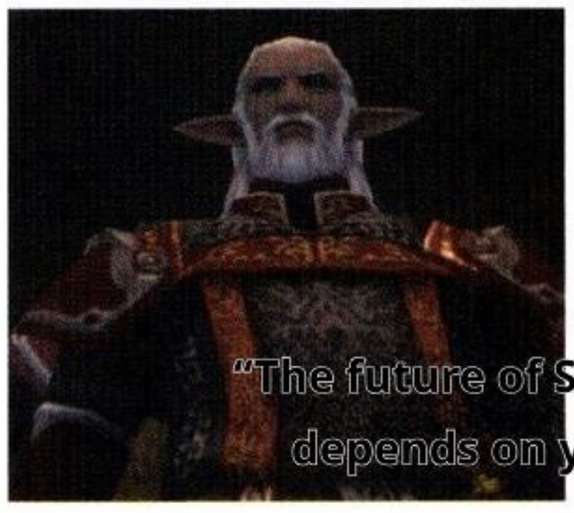
location: Horlais Peak

An Elvaan woman who claims to be an Adventurer from San d'Oria. She wears a helmet that covers her entire face, concealing her true appearance and identity. She meets Chafoligne on Horlais Peak, where the Orcs are acting suspiciously, and becomes interested in him.

The great king who quelled the civil war

Dragon King Ranpeerre, Ranpeerre R

d'Oraguille



Main appearance scenes

San d'Oria M9-2

"Coming of Age"

San d'Oria Q73

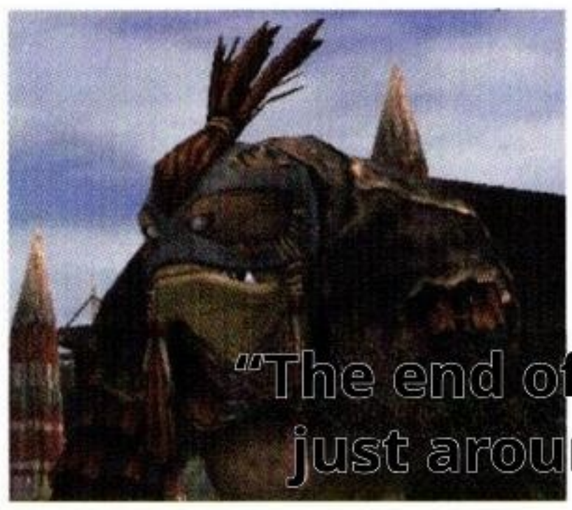
"Those who trust each other"

The 24th King of San d'Oria, a hero who reunited San d'Oria after it had been divided into east and west. He gained renown as the dragon slayer who defeated Vritra, the black dragon that attacked the royal capital, and as a benevolent ruler who worked tirelessly to foster harmony in a country that had not yet been unified.

A hot-blooded, fearless leader of the Charge Squad

Fodderchief Vokdek

Fodderchief Vokdek



Main appearance scene:

"Rescuing the Child"

Main appearance

location: Ghelsba Outpost

The Orc army captain who leads the "Fodderchief Vokdek Charge" regiment. He has a very short temper and often forces his subordinates into senseless charges. He terrorizes the kingdom from his base at Ghelsba Outpost, which is built right on the doorstep of San d'Oria.

The Orc commander leading the quest to seize the treasure

Warlord Rojgnoj

Warlord Rojgnoj

Main appearance scene:

"Coming of Age"

Main appearance

location: Qu'Bia Arena

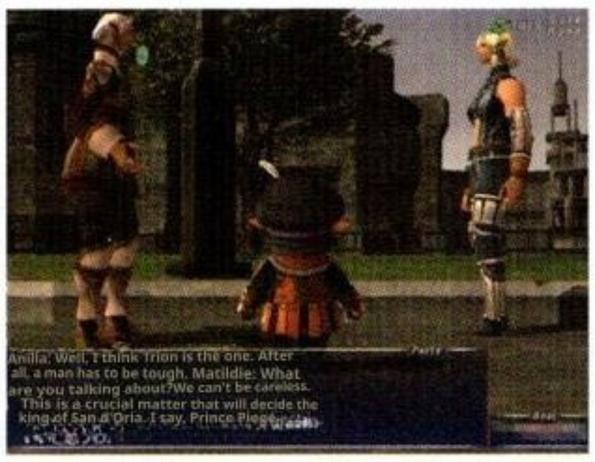
One of the generals of the Orcish Empire's Quon Army. He secretly mobilizes his subordinates to seize the Dragon King Ranpeerre's secret treasure. He fought in The Crystal War, leading the formidable "Bald Ibis Legion." The coalition forces and the "Deathlord" feared his tremendous Attack.

Background information on the story — Kingdom of San d'Oria Mission

House d'Oraguille

Related: San d'Oria M1-1 "Defeat the Orc Scout" (→P.55) and more

The Elvaan family has held the throne for over 500 years, ever since the Iron-Blooded King Ramfort R. d'Oraguille founded the Kingdom of San d'Oria. The current royal family consists of four members: King Destin, Crown Prince Trion, Second Prince Pieuje, and First Princess Claidie. Destin is currently often confined to bed due to illness, and although it is time for him to name his successor, he is said to be deeply troubled by the choice, reflecting on the Age of Two Dynasties when the country was split in two due to a feud between brothers.



← Public opinion in San d'Oria is divided over whether Trion or Pieuje will be the next in line to the Throne.

Age of Two Dynasties

Related content: San d'Oria M1-2 "The Rescue Drill" (→P.56) and more

This refers to the period of civil war from 702 to 815 C.E., when San d'Oria was divided into eastern and western realms. It all began when King Rujig's younger brother, Fernan, opposed the king's policy of conquering Bastok. Fernan occupied the royal capital and sought reconciliation with Bastok. The rebellion was quickly suppressed, and Fernan was captured. However, he managed to escape and proclaimed himself king. Thereafter, East San d'Oria, ruled by Ruzig, and West San d'Oria, under the control of Fernan, were embroiled in a fierce civil war where blood washed away blood.

■ The emergence of Dragon King Ranpeerre

It was the renowned hero, King Ramper of West San d'Oria, who brought the civil war that had raged for over a century to an end. He appointed talented individuals, including the Dragoon Elparacion, regardless of their race or social status, and boosted the nation's power by promoting trade. In the Battle of the Two Kings in 815, he defeated the Eastern King, Gyohonbelle, and achieved the reunification of San d'Oria. According to one account, King Lampele possessed a secret treasure that supported his achievements.

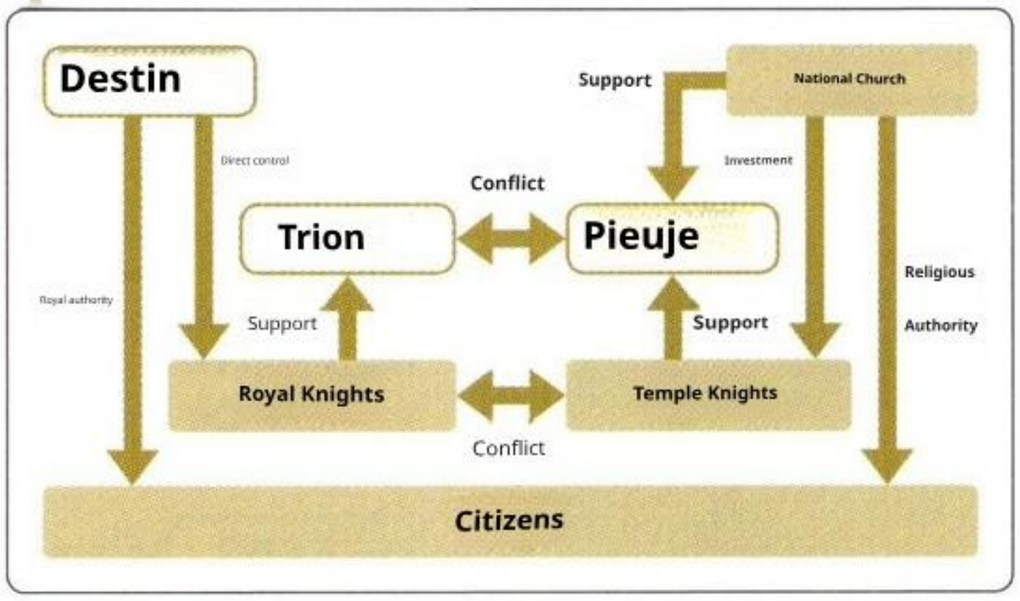
← King Lampele, considered the greatest in the history of San d'Oria. The current King, Destin, is a descendant of Lampel.

The Succession Issue and the State Church

Related content: San d'Oria M1-3 "Rescuing the Child" (→P.56), etc.

One factor contributing to the escalation of the succession issue is the San d'Orian Church. The State Church holds authority on par with the king, and the Temple Knights, being an organization under its influence, wield immeasurable power. The fact that the State Church is supporting Pieuje, the younger brother, as the next king instead of the eldest son, Trion, is complicating the issue.

The current state of the succession issue



Marquisate of Tavnazia

Related: San d'Oria M6-1 "Queen Rote's Will" (→P.61) and more

A maritime trading nation situated on a peninsula in the western part of the Quon Continent. It all began when Alfolon, who had made a significant contribution to the founding of San d'Oria, was granted the title of marquis along with the territory of Tavnazia. Known as the "Pearl of Zafmurg" for its beautiful scenery, it once enjoyed such prosperity from the wealth brought by the sea that it was said to have "more than enough to fulfill all dreams." However, during the Crystal War, it fell to a full-scale attack by the Beastman Confederate and was then destroyed in a mysterious, massive explosion that followed. The House of Tavnazia is said to have also been cut off, with its head, Altedor, killed in battle and the fate of the heir, the marquis, unknown.

■ The relationship between the House of Tavnazia and House d'Oraguille

The House of Tavnazia has such a long and deep connection with the Royal House of d'Oraguille that it is said to be a branch of the royal family. Many members of the marquisate have married into the royal family, and the late Queen Rote, wife of the current King Destin, was the daughter of Altedor, the Marquis of Tavnazia.

← Due to a massive explosion that altered the landscape, Tavnazia became an archipelago, and it was believed that there were no survivors.

Mission Flow

Kingdom of San d'Oria Mission

The story of the Kingdom of San d'Oria depicts the kingdom regaining its former glory, with the secret treasure left by Dragon King Ranpeerre and the enigmatic young man Rochefogne at its center.

San d'Oria M1-1 "Defeat the Orc scout" P.55
San d'Oria M1-2 "The Rescue Drill" P.56
San d'Oria M1-3 "Rescuing a Child" P.56
San d'Oria M2-1 Journey Abroad P.57
San d'Oria M2-2 "Davoi Investigation Report" P.57
San d'Oria M2-3 Travel to other countries." P.58
San d'Oria M3-1 The Digitalis Plan P.58
San d'Oria M3-2 "The Shadow Lord" P.59
San d'Oria M3-3 "Assignment to the Jeuno Embassy" P.59
San d'Oria M4-1 Take the Magicite." P.60
San d'Oria M5-1 "Ruins of Fei'Yin" P.60
San d'Oria M5-2 The Heir to the Light! P.61
San d'Oria M6-1 "Queen Rote's Last Will" P.61
San d'Oria M6-2 "Where the Dragon King Sleeps" P.62
San d'Oria M7-1 The Pope's Prestige P.62
San d'Oria M7-2 "The Secret of the Beastmen Weapons" P.63
San d'Oria M8-1 "Light Bringer" P.63
San d'Oria M8-2 The Lightbringer P.64
San d'Oria M9-1 "Thick Wall" P.64
San d'Oria M9-2 "Coming of Age" P.65

EPILOGUE

The situation surrounding the kingdom

The Adventurer learns about San d'Oria's domestic and international issues, including the never-ending war with the Orcish Empire, the discord between the brothers Trion and Pieghe, the question of who will be the next king, and the conflict between the two major knight orders. In the process, Rochefogne appears, and the relationship between him and the late Queen Rote, as well as the existence of the "sword" he seeks, are revealed.

What Rochefogne and the Orcs have in common

Through the words and actions of Rochefogne and his companions, it becomes clear that the Orc army is also searching for the "sword," just like they are.

Regarding the Dragon King's Treasure

The story returns to San d'Oria, where the plot unfolds around the secret treasure of Dragon King Ranpeerre. Under the command of King Destin, who seeks to reclaim the treasure for his homeland to enhance national prestige, it is revealed that the treasure is, in fact, the "Holy Sword." Meanwhile, it is also hinted that Pope Shamonde of the State Church has a remarkable interest in the Holy Sword.

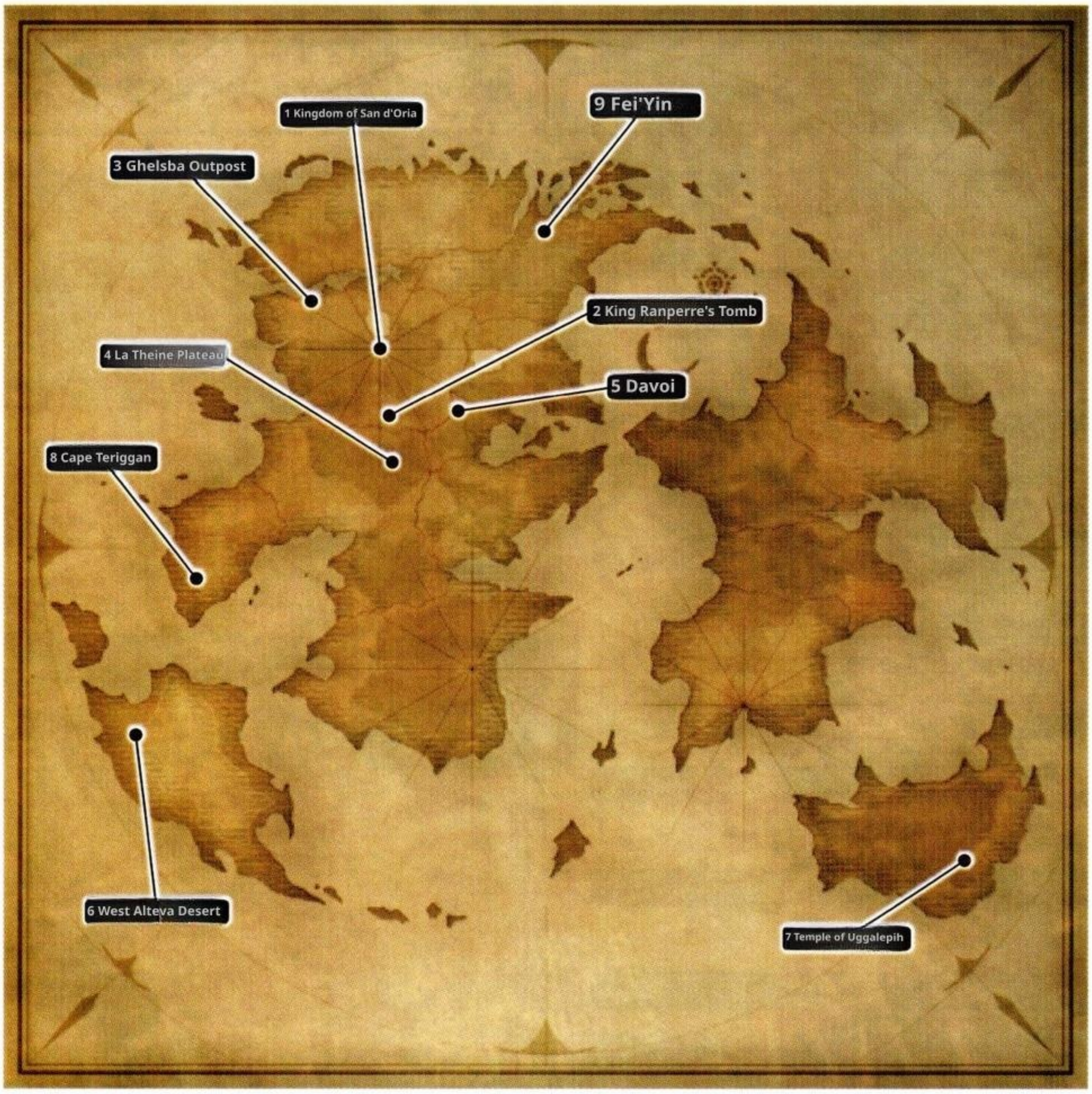
Rochefogne's true identity and the discovery of the Holy Sword

Having revealed his true identity, Rochefogne clashes with House d'Oraguille over the sword, which is the Holy Sword. Meanwhile, the Holy Sword is finally discovered, and the King declares that he will use the sword to determine the Succession to the Throne.

The Battle for the Holy Sword

Rochefogne sets his sights on the discovered Holy Sword, but his plan fails, and the sword ultimately falls into the hands of the Orc army. At the same time, the Pope's plot is also exposed. Despite the deepening turmoil, King Destin prepares for a decisive battle with the Orc army to reclaim the Holy Sword.

The story's setting



1 Kingdom of San d'Oria (San d'Oria)

Related: San d'Oria M1-1, etc.

The royal capital of San d'Orian. In addition to the Gatehouse, which assigns missions to Adventurers, the Chateau d'Oraguille, home to the royal family, and the Cathedral, the seat of the San d'Orian Church, stand tall. The story of San d'Orian unfolds primarily within this royal capital.

2 King Ranperre's Tomb

Related: San d'Oria M1-2, San d'Oria M6-2, and others

The tomb of King Lampeyr, the founder of the kingdom's revival. It is located in the forest of East Ronfaure, not far from the royal capital. In fact, the current royal tomb was built recently, and it is said that the true location of King Lampere's tomb became unknown during the chaos surrounding The Crystal War.

3 Ghelsba Outpost

Related: San d'Oria M1-3, San d'Oria M7-1

A frontline base for the Orcish Empire's Kwon Theater Army, where the Battlegit Brigade is stationed. It lies right on the doorstep of the royal capital, threatening the peace of San d'Orian day and night. To gather evidence of the kidnapping by the Orcs, the Adventurer decides to infiltrate this encampment.

4 La Theine Plateau

Related: San d'Oria M2-1

A beautiful grassland area, also known as the "Rainbow Plateau." Canyon-like valleys run through the plateau, and at their base, the mouth of Ordelle's Caves opens. Currently, a unit of the Temple Knights is using one of these valleys for their Journey Abroad training.

5 Davoi

Related: San d'Oria M2-2, San d'Oria M3-1, and others

The base of the Orcish Empire's Quon Army. Originally, La Vaule was a village with a monastery of the San d'Orian Church, but it has now become a dangerous area where large numbers of Orcs congregate. San d'Orian scouts are infiltrating to gather intelligence on the Orc army's movements.

6 Western Altepa Desert

Related: San d'Oria M6-1, San d'Oria M8-1

The western region of the Altepa Desert, which stretches across Zepwell Island. It is said that the late Queen Lotte adored the Dreamrose that blooms in this land. Additionally, in a corner of the underground Quicksand Caves lies the King's Fountain, from which flows the Fallen Water used in the royal "Light Bringer" ceremony.

7 Temple of Uggalepih

Related: San d'Oria M8-2

An ancient temple nestled deep within the Yhoator Jungle. It has become the stronghold of the Beastmen Tonberry, and resentment toward humans swirls throughout the area. Adventurers are dispatched to search for the Holy Sword using the Crystal Dowser, but they ultimately find no trace of the sword.

8 Cape Teriggan

Related: San d'Oria M8-2

A cape in the Vollbow region with a sandy beach that stretches as far as the eye can see. It lies near the Marquisate of Tavnazia, which was destroyed during the Crystal War, and nowadays, you rarely see anyone there. On an isolated island to the west of this cape, Curilla, the commander of the Temple Knights, discovers the Holy Sword.

9 Fei'Yin

Related: San d'Oria M9-2

Ruins of the ancient Zilart civilization nestled within the Beaucedine Glacier. In the Qu'Bia Arena located in this remote area, an Orc army that had stolen the Holy Sword from the royal capital sets up camp. The arena also serves as the stage for a decisive battle between Orc Warlord Rojgnoj and the Adventurer.

The Kingdom of San d'Oria

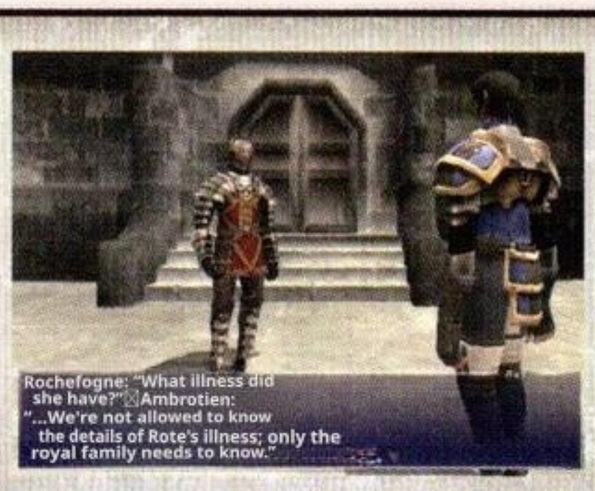
Mission Story Playback:

Kingdom of San d'Oria Mission

The Kingdom of San d'Oria, which once ruled the Quon Continent, had seen its power diminish following a civil war that divided the country and a global war. Eager to restore the former glory of their land and breathe new life into the kingdom, the members of House d'Oraguille turn to an Adventurer for help. Meanwhile, a man with a deep connection to House d'Oraguille was walking the lands of San d'Oria...

Pick up! The death of Queen Tete

Garde looks at Rochefort-Ogné suspiciously when he asks about the queen's death. That's understandable, as the fact that the queen passed away 15 years ago is widely known even in other countries. Even if he had been traveling extensively, it's hard to believe he wouldn't have known about her death. Rochefogne then asks Garde for more detailed information about the cause of Queen Théa's death, but...?



↑ The name of the illness that afflicted Rote has not been made public.

San d'Oria M1-1 "Defeat the Orc scout"

"The Digitalis" (→P.58)

The mysterious man who appeared

The first Mission given to a new Adventurer who joined the Kingdom of San d'Oria was to defeat an Orc scout and bring back an Orcish Axe as proof. As the Adventurer, having successfully obtained the axe, was reporting on the Mission, a man suddenly approached to inquire about Queen Thea's whereabouts. Upon learning that Rote had succumbed to illness and was no longer with them, the man—Coshforny—left in a daze, seemingly lost, and disappeared into the distance.

← The guard, in typical San d'Orian Elvaan fashion, addresses the Adventurer with a somewhat haughty demeanor.

→ In the Ronfaure Forest near the royal capital, there are many Orc scouts dispatched from the Ghelsba Outpost.

← For some reason, Chauffon asks Garde persistently about the cause of Queen Roth's death.

■ Conversation: What is Queen Roth's illness?

Guard: In any case, it's none of your business. Even if the Queen is in good health, a mere Adventurer wouldn't be allowed to see her. You wouldn't even be allowed to enter Chateau d'Oraguille. Rochefogne: ....What was her illness again?

Guard: ...We haven't been given any details about Queen Roth's illness. It's something only the royal family needs to know. Rochefogne: ...I see. I apologize for taking up your time when you're so busy. Thank you, proud knight of San d'Orian.

Pick up! The identity of the tomb raider and the "sword"

The perpetrators who ransacked King Ranperre's Tomb were Orcs. While Garde seems clueless about their purpose, Rochefogne speculates that the Orc army is also searching for the "sword," just like he is. Thereafter, Rochefogne and Vauderame investigate the Orcs' movements while simultaneously taking action to secure the "sword." However, their true purpose and the nature of the "sword" remain a mystery at this point.

Pick up! A Tweet from Pope Chamand

After rescuing Tedim and visiting the Cathedral, the Adventurer spots Pope Shamonde gazing at them from afar with a bitter expression. The Pope had tasked Pieuje with solving the kidnapping and sought to strengthen Pieuje's position in the simmering domestic struggle for the next king. However, the Adventurer thwarted his plans, which displeased the Pope. Pope Shamonde will continue to plot and scheme for his own ends.

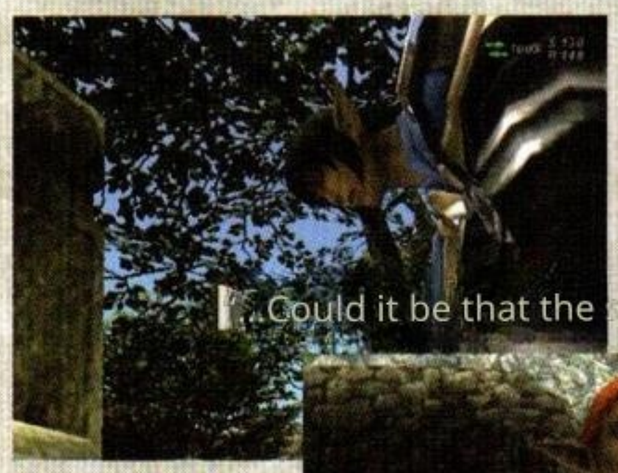
↑ The Pope looks down at the Adventurer from the terrace and mutters, "Meddling..."

San d'Oria M1-2 "The Rescue Drill"

2 "The Dragon King's Resting Place" (→P.62)

Who dares disturb the Heroic King's slumber?

Upon receiving word that someone was desecrating the tomb of King Lampre, the hero who reunited San d'Orian, the Adventurer set out to investigate. In a corner of the royal tomb, they spotted Rochefogne, who was pouring out his thoughts to the king's tombstone. He asks King Lampeil about the whereabouts of the "sword," but he suddenly notices the Adventurer's presence. Furthermore, his companion Vauderame drives a nail through his mouth, silencing him. Vauderame, having learned the situation from the Adventurer, advises him to defeat the bats swarming around the tomb. Following that advice, the Adventurer finds a piece of Orc armor from a bat he defeated.



← After hearing the Adventurer's story, Rochefogne discovers signs that someone moved the tombstone.

→ Vauderame, Rochefortigny's associate. You seem to know who's behind the grave robbing, don't you?

Item: Evidence of grave robbery dropped by a bat

Orc Armor Scrap:
A piece of armor worn by Orc Warriors.

An item that a Bat Monster inhabiting King Ranperre's Tomb may drop when it is exhausted. A plate is a small, plate-like piece of armor, and many Orc Warriors wear armor made of multiple layers of leather plates.

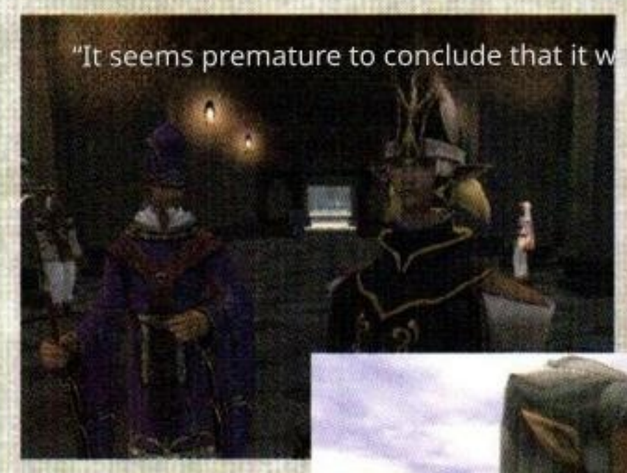
San d'Oria M1-3 "Rescuing the Child"

Related: Three Kingdoms Common M2-3 "Leaving Bastok" and others (→P.122)

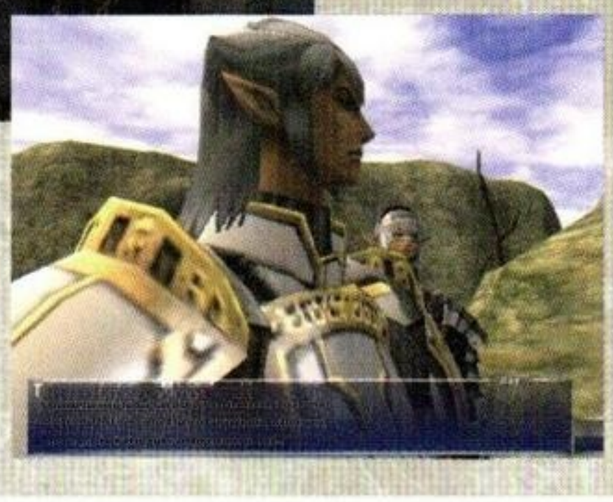
Two Princes

As child abductions by Orcs become increasingly frequent, the Adventurer is tasked with finding the missing boy, Tedim. As the adventurer headed to the Cathedral to gather information about the boy, Second Prince Pieuje appeared there, accompanied by Pope Chamand. Pieuje argues that it's premature to blame the boy's disappearance on the Orcs and tasks the Adventurer with investigating the Ghelsba Outpost, the Orcs' frontline base.

Upon reaching Gelsba, the Adventurer successfully repelled the unit led by Fodderchief Vokdek, the Orcs' commander of the assault force. Together with First Prince Trion, who had rushed to the scene, they rescued Tedim, who had been held captive.



← Pieuje, a cautious individual, states that the first priority is to ascertain whether an Orc was responsible.



→ Trion praises the Adventurer's efforts, but doesn't hide his displeasure with Pieuje's handling of the situation.

Conversation: Trion's Complaint

Trion: Are you the Adventurer Pieuje sent? (Adventurer nods)

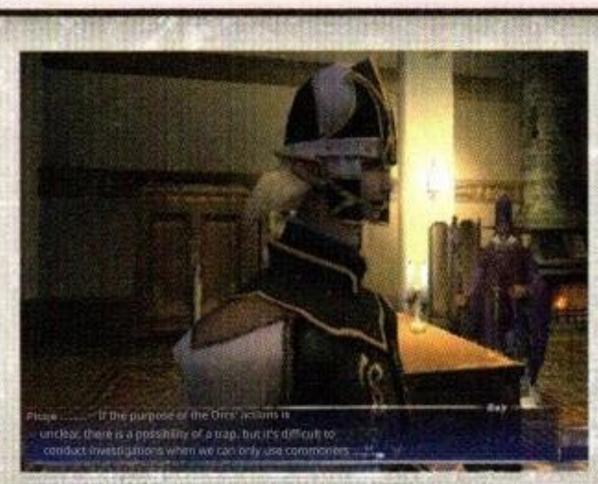
Trion: It seems you fought the Orcs and achieved a resounding victory. I thank you for your service in place of my cowardly brother. But it's unbelievable. Upon returning to my San d'Oria from the north, I found that Pieuje couldn't even save a single child on his own, yet he had ordered an Adventurer to do it... ... This is a disgrace to the royal family, and so this Trion has rushed here. Well, let's cut the chatter here. Now, let's go rescue the kidnapped child. Open the door.

Pick up! The eerie limestone cave

Ordelle's Caves, where Ruillet resides, are natural caves also known as the "Human Body Caves" due to their structure resembling human organs. In San d'Oria, this has long been a mysterious place where, according to legend, those who enter either die a mad death or disappear without a trace. It has also been known as the "Shrine of No Return." Fortunately, Ruillet is safe, but many have fallen victim, as legend has it. Stories about this limestone cave are also featured in other works, such as ■ San d'Oria Q16: "A Rare Guest" (→p. 235).

Pick up! Pieuje and the others' intentions

The Temple Knights' duties are limited to domestic activities such as maintaining public order, while sending scouts into enemy territory falls under the purview of the Royal Knights. However, Pieuje and Chamand are independently sending scouts to infiltrate Davoi and conduct investigations, bypassing the Royal Knights under Trion's command. This is because Pieuje and his group have their own agenda: to negotiate with the Orcs and obtain information about the "Gateway to Paradise."



↑ Pieuje expresses dissatisfaction that only the Temple Knights can be mobilized for the investigation.

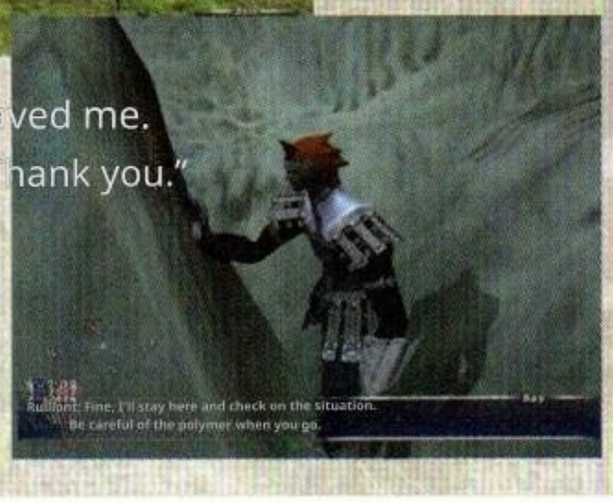
San d'Oria M2-1 Journey Abroad

Related: San d'Oria 6 **"A Rare Guest" (→P.235)**

On the honor and pride of a knight

When the Adventurer visits the Gatehouse in search of a Mission, the Guard suggests joining the ongoing Journey Abroad on the La Theine Plateau, noting there are no urgent tasks at the moment. However, upon arrival, the training had been suspended because the rookie knight who was supposed to play the injured person had disappeared. The Adventurer found the new knight Ruillet surrounded by Monsters in the nearby Ordelle's Caves. However, Ruillet vowed on his knightly honor that he would not accept help, boasting that with his sword alone, he could escape on his own. With no other choice, the Adventurer takes a sword from Ruillet's colleague and delivers it to him.

← Numerous knights were stationed in the valley of the La Theine Plateau, where the Journey Abroad was taking place.



→ After receiving the sword, Ruillet says he will scout the cave and then escape, and he stays put.

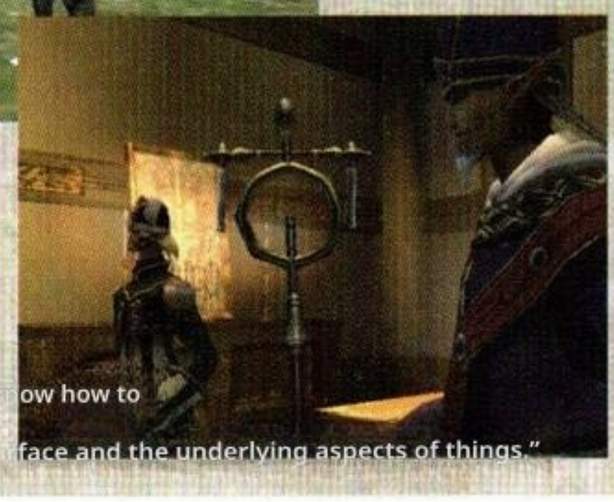
San d'Oria M2-2 "Davoi Investigation Report"

Related: San d'Oria M3-1 "The Digitalis" (→P.58)

Pursuing the Orcs' objectives

The Adventurer, tasked with obtaining a reconnaissance report from a Temple Knight scout who had infiltrated Davoi—the Orc army's stronghold—sneaked into the city. The Adventurer, who collaborated with the scout Zantavia, collected the documents he had lost and successfully completed the report. Upon heading to the Cathedral to deliver the report to Pieuje, the adventurer found Pieuje and Chamand in the midst of a confidential discussion. The Pope, speaking ill of Trion, is indignant that the Adventurer who has arrived overheard the conversation. However, Pieuje remains unfazed, calms the Pope's anger, accepts the investigation report, and expresses appreciation for the Adventurer's efforts.

← According to Zantavia, the Orc army seems to be moving with some purpose lately.



→ Shamando unleashes his intense anger on the Adventurer upon hearing criticism of Trion.

■ Conversation: The Pride of the Knights of San d'Oria

Ruillet: What is it? Are you seriously saying you came to rescue me? I absolutely refuse! "If, as a member of the Knights Order, I were to be rescued by an Adventurer like you, I'd be the laughingstock for generations to come. Damn it... If I only had a sword, I could have taken those guys down on my own... (Adventurer delivering a sword to Ruillet)

Ruillet: You brought my sword?! Anyway, you saved me. Thank you. I'm fine. Please convey that to the platoon leader as well.

Conversation: Chamand's Outburst

Pieuje: ...Huh? Who's there?

(Adventurer entering the Pope's chambers)

Shamand: How rude! How dare you barge in without permission, even though Prince Pieuje is here! You ill-mannered Adventurer!

Pieuje: ...No, it's fine. Your Holiness, it seems the Adventurer has come to deliver a report addressed to me. Let me see it. (Reading the report) ... I see. As expected, the Orcs seem to be searching for something. As for what that is... I need to keep investigating.

Pick up! The people at the consulates

In this Mission, you'll visit San d'Oria's consulates in various countries, and the people who work there each have their own unique personalities. The Windurstian consulate is staffed by a dedicated team, including Consul Murris, who embodies the Elvaan spirit. On the other hand, the Bastokan consulate is staffed by many somewhat cynical and laid-back officials, including Consul Savier E. Paleado.

Pick up! Report from Kumaricon

According to Kumaricon, a dire situation is unfolding in the remote areas of Davoi. It seems that Royal Knight Bernard and Tarutaru mage Sedal-Godjal have sealed the entrance to the Monastic Cavern deep within Davoi to halt the advance of the Orc army's commander-in-chief. Incidentally, this Sedal-Godjal is also a key figure who fled Windurst for certain reasons (→P.109).

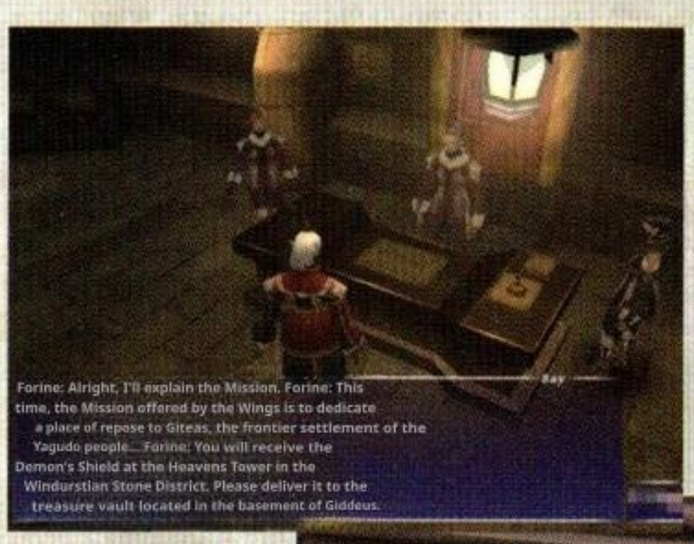
↑ Sedal-Godjal, while setting up a barrier in the Monastic Cavern, awaits reinforcements from San d'Oria.

San d'Oria M2-3 "Travel to other countries"

Related: Common to all three countries M2-3 "Travel to other countries" (→P.122)

Dark clouds gathering over the world

Concerned about the increasing activity of the Beastmen across various regions, Vizier Halver commissions an Adventurer to inspect Bastok and Windurst. The Adventurer travels to each country, completing missions to strengthen cooperative ties with both nations. Along the way, the Adventurer meets a female Lion who is investigating the activities of the Beastmen, and learns of the Kindred's plan to resurrect the Shadow Lord. Halver, upon reading the report on the Kindred brought by the Adventurer, is rendered speechless.



↓ To strengthen the bonds of friendship between nations, the Adventurer will undertake missions assigned by each country's San d'Oria consulate.

→ Halver expresses surprise at the report about the Shadow Lord's plan to resurrect, but also appears somewhat skeptical.

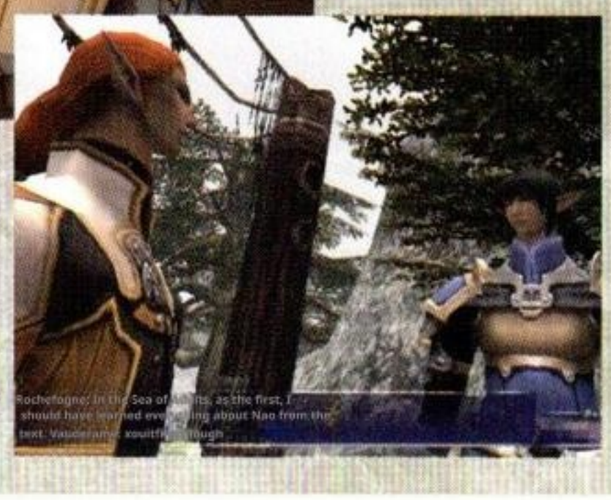
San d'Oria M3-1: "The Digitalis"

Related: Windurst M8-1 "Vane" (→P.109)

Another infiltration operation

This Mission, issued directly by Trion, involves obtaining a report from a Royal Knights scout who has infiltrated Davoi. The Adventurer, having arrived in Davoi, spots Rochefogne and his companions there, tracking the movements of the Orcs. Rochefogne, still searching for the "sword" as before, left, saying, "I have to ask my sister." The Adventurer, who had entered Davoi separately from them, successfully met up with the scout Kumaricon and received the investigation report. After receiving the Adventurer's report, Trion decides to dispatch troops to deal with the situation unfolding in the remote areas of Davoi.

← Trion frowns as the Adventurer tells him about the Temple Knights' scouts who have infiltrated Davoi.



→ The two of them are tracking the sword's whereabouts. It seems that Rochefogne's "sister" holds the key, but?

Conversation: The Approaching Darkness

Halver: Adventurer, it's great to have you back! Thank you for your hard work on this long-term mission. First, let me see that report you brought back.

(Halver receiving the report from the Adventurer)

Halver: The Shadow Lord has risen again? That's impossible! He was definitely killed in the great war 20 years ago... What... are you saying? That the phantom beasts have slipped through the barrier in that land and are returning here? If this report is true, then we'll have to take some action... Hmm, but I just can't believe it.

■ Conversation: The two become animated

Vauderame: So, it was a wasted trip in the end, huh?

Rochefogne: ...Yeah. The Orc also seems to be looking for something, so I thought maybe...

Vauderame: However, it seems certain that there are others besides us who are searching for the sword. Maybe that guy beat us to it, or perhaps...

Rochefogne: ... As I thought... I have to ask my sister. When she became a Light Bringer, my father must have taught my sister everything about the sword.

Pick up! The identity of the intruder

As can be inferred from Chalvator's account, the pair who broke into the late queen's chambers were Rochefogne and his companion. However, they merely snuck into the room and read the queen's diary; they didn't take anything. Here, I'd like you to recall the conversation the two had in Davoi. Rochefogne mentioned asking her sister about the "sword" she seeks, but who is this "sister"?

↑ From Princess Claidie's words, it's clear that the bandits had accessed the queen's diary.

Pick up! The wise King Destin

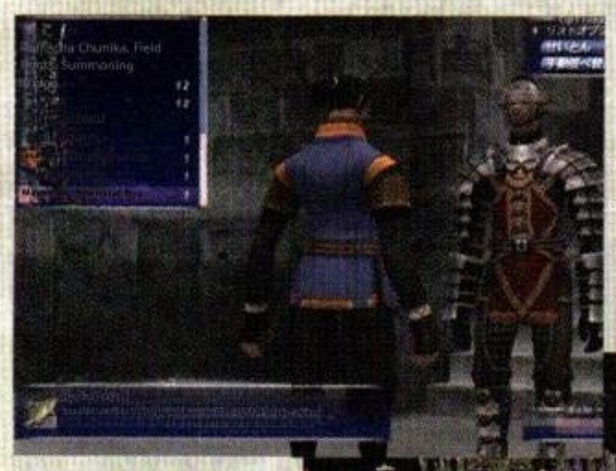
In Elvaan, many people, like Ruillet from San d'Oria M2-1 "Journey Abroad" or Chalvator, the royal gardener, value their position and authority and look down on Adventurers. In contrast, King Destin stands out as an exception, as he personally meets and speaks with the Adventurer, and hands over a letter of introduction to the embassy directly. In fact, Destin holds the belief that "the people are the foundation of the country," and even when it comes to matters of national survival, he puts the people first (→P.65).

San d'Oria M3-2 "The Shadow Lord"

Related: San d'Oria M8-1 "Light Bringer" (→P.63)

The Fish and the Intruder

To investigate the recent increase in the phenomenon of Crystal encroaching on the land's surface, the Adventurer was tasked with catching a Crystal Bass in the Jugner Forest. Having successfully brought the desired fish back to the royal capital, they heard the guard's urgent voice. They requested the adventurer's assistance in the investigation, as thieves had broken into the late queen's chambers. When the Adventurer rushed to the royal castle, he found Curilla, the commander of the Temple Knights, Halver, and Pope Shamonde, who were leading the investigation. According to Chalvator, the gardener who witnessed the robbers, they were a pair from Elvaan, and one of them was wearing blue armor...



← The Crystal Bass is a rare fish that can be caught in places like the Crystal Spring, where the lake bottom is covered in Crystal.

→ Chalvator, the gardener who served the queen, also claims to remember seeing one of the bandits somewhere before.

Conversation: Claidie's testimony

Chalvator: Oh, Princess! Sadly, a bandit has entered Queen Roth's chambers! Moreover, they have not yet been captured. To think that the Chateau d'Oraguille, once renowned for its impenetrability, would allow bandits to enter...
Claidie: Oh, really? How could that happen? ..... I thought it was strange because my mother's diary was in a different place than usual...
Chalvator: ...What did you say, Princess? What did you just say?

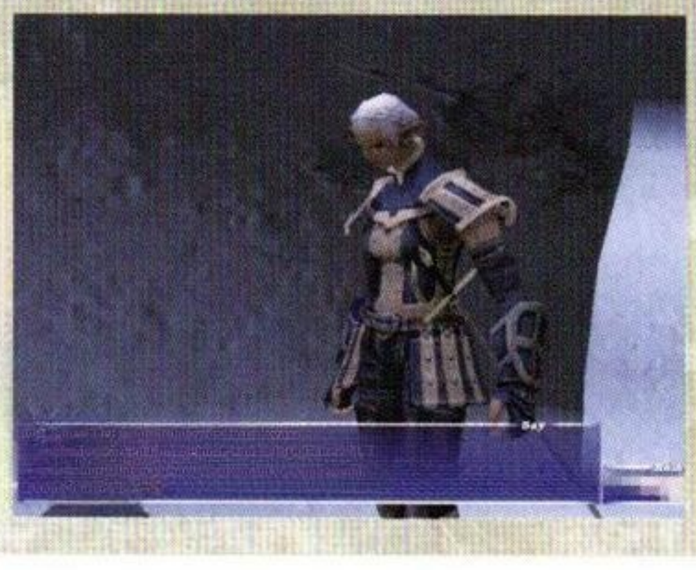
San d'Oria M3-3 "Assignment to the Jeuno Embassy"

Related: Common to all three countries M3-3 "Assignment to the Jeuno Embassy" (→P.123)

A journey to a new land

Having been personally appointed by King Destin, the Adventurer was assigned to the Grand Duchy of Juno as a member of the embassy. However, upon arriving in Jeuno, it was revealed that Ambassador Jima had disappeared while heading toward Delkfutt's Tower, which towers nearby. The Adventurer, having made their way to Delkfutt's Tower and rescued Jima, was then officially appointed to the Juno Embassy.

↓ King Destin grants an audience to the Adventurer and immediately appoints them as a member of the embassy. His manner of speaking is friendly and approachable.



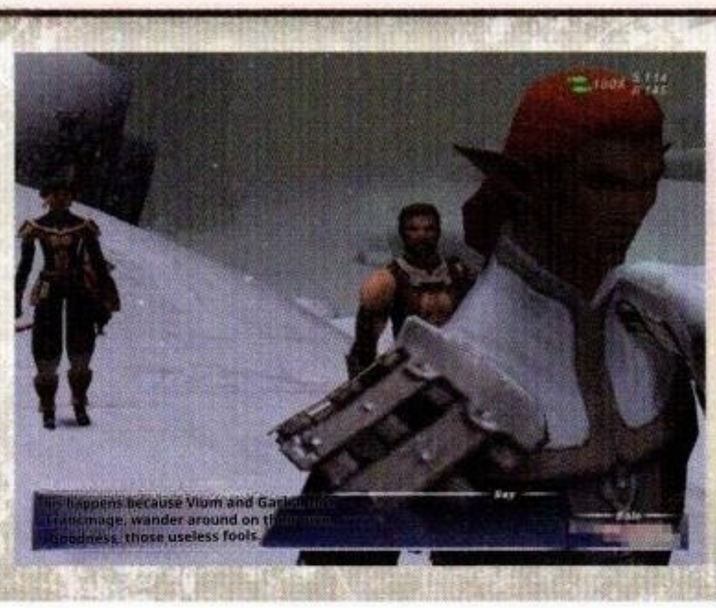
◆ In Delkfutt's Tower, where many Monsters roam, Ambassador Jima was attacked by an unknown assailant and taken to the tower's basement.

Conversation: The King's encouragement

Destin: I occasionally hear about you from Claidie. It seems you're working very hard. As you likely know from Halver, we've decided to dispatch you to Jeuno this time as a staff member of the San d'Oria Embassy. However, the original reason for your assignment was a staff shortage at the embassy, but there's nothing to feel bad about. You are taking up this post by my command, after all. (Destin rises from the throne and hands the letter to the Adventurer)
Destin: Take this letter of introduction and go to Jeuno. I've already notified them of your arrival.

Pick up! The vision revealed by the Magicite in Davoi

Upon touching each of the three Magicites, the Adventurer sees visions related to the Northern Expedition dispatched about 30 years ago. Among these, the vision conjured by the Magicite "Meno Stone" in Davoi, the stronghold of the Orcs, concerns Francmage M. Mistal, who was dispatched by San d'Oria as part of the expedition. According to the vision, Francmage was dispatched to keep other countries in check and died mysteriously shortly after returning home. Even now, the details of his death remain completely unknown.



↓ Following orders from the Vizier and the Pope at that time Francmage took part in the investigation.

San d'Oria M4-1: "Seize the Magicite"

Related: Three Kingdoms Common M4-1 "Seize the Magicite" (→P.124)

Infiltrate the Beastmen base!

At the request of Grand Duke Jeuno for assistance, Ambassador Jima dispatches an Adventurer based on their previous accomplishments at Delkfutt's Tower. Grand Duke Kam'lanaut's request is to obtain the Magicite that the Beastmen are attempting to use to resurrect the Shadow Lord. The Adventurer had retrieved Magicite from various Beastmen bases and returned to Jeuno, but then a breaking news report arrived. It turns out that the leaders of the three nations have been attacked by an unknown assailant. The Adventurer rushes to the embassy, receives a letter detailing the emergency, and returns to San d'Oria.

← As soon as the Adventurer touched the Magicite, they began seeing strange visions that seemed like events from the past.

→ Upon receiving the urgent news from San d'Oria, the embassy staff hastily send the Adventurer back to their home country.

San d'Oria M5-1 "Fei'Yin Ruins"

Related: Three-Kingdom Common M5-1 "Ruins of Fei'Yin" (→P.124)

The final remaining talisman of the Shadow Lord's seal

Halver informed the Adventurer who had rushed to Chateau d'Oraguille that the Shadow Lord's Seal talisman, which had been kept in the castle, had been stolen during the assassination attempt. He then asks them to visit the ruins of Fei'Yin, which rise to the north, and confirm the safety of the talisman there. Upon reaching Fei'Yin, the Adventurer encountered the Lion and the Dark Knight Zaid, and discovered that the talisman had already lost its power. After receiving reports from the Adventurers, Halver discussed the response with the leaders of both knight orders and Trion.

← To avoid chaos, Halver orders silence regarding the attempted assassination of the king and the resurgence of the Shadow Lord.

→ Trion, exasperated by Halver and the others' overly cautious approach, storms off alone.

Urgent report to the Key Item Jeuno

"There was an assassination attempt at Chateau d'Oraguille. The king is in a critical condition and unconscious. He was rushed back to the country."

A letter from the Kingdom of San d'Oria. The letter states that, in the attacks on leaders that occurred in the three countries, while the leaders of the other countries suffered minimal harm (→P.82, 106), King Destin is in a critical condition. However, that was a ploy to lure the Adventurer back; in reality, he is not in a critical condition.

Conversation: Trion, indignant at the cautious approach

Curilla: First of all, the information about the Shadow Lord's resurrection was brought in by an Adventurer, and it hasn't been officially confirmed yet, so for now... Even if the story of the Shadow Lord's resurrection were true, that would be a problem not just for San d'Oria; the four nations would have to address it together. Please understand, Lord Trion! Trion: All right, that's enough! Political maneuvering, you say? There are things to protect and enemies to defeat... If you understand that, what's there to hesitate about? Just when things are at this crucial juncture, where on earth has that Pieuje fellow gone!?

Pick up! In Search of the Dragon King's Treasure

Upon hearing news of the Shadow Lord's defeat, Destin determined that the external threat had been removed and announced that the next step would be to rebuild the kingdom, which was in a state of extreme exhaustion. He speaks of the legendary Dragon King Ranpeerre's treasure as the key to achieving this. The story of San d'Orian unfolds around a legendary treasure once wielded by King Lampeyre to save his homeland from civil war. It is said that the king himself sealed it away, and its true nature and whereabouts remain unknown.

Pick up! Queen Rote and Rochefogne

Upon accepting this Mission, you can learn about Queen Rote's background from Halvar. According to that, Rote, who was a lady of the defunct Marquisate of Tavnazia, had a younger brother who went missing when the marquisate fell. Given this story, and considering Rochefogne's words and actions, as well as the illusions conjured by the Dreamrose, his true identity begins to take shape, albeit vaguely.

↑ Rochefogne's words convey a deep reverence for Rote.

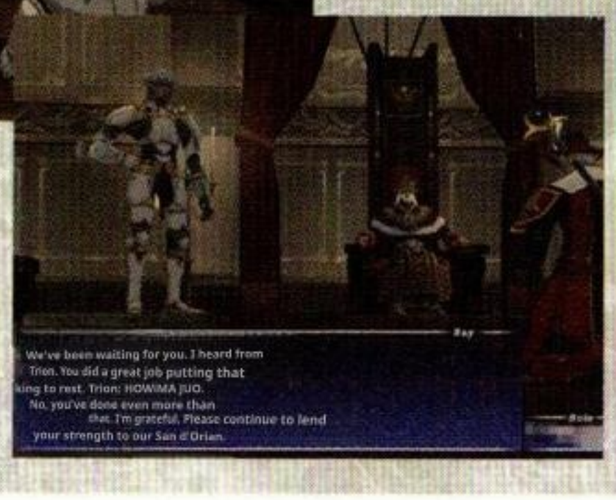
San d'Oria M5-2: "The Heir to the Light!"

Related: Three Kingdoms Common M5-2 "The Heir to the Light!" (→P.125)

The one who banishes the resurgent Darkness

Despite Halver and the others being unable to reach a conclusion, Trion makes the independent decision to issue an imperial order to the Adventurer to prevent the Shadow Lord's resurrection. Their destination is the farthest reaches of the north, where the Shadow Lord once held his stronghold—Castle Zvahl. In the deepest recesses, right before the eyes of the Adventurer who had ventured there with Zaid, the Shadow Lord finally rises again. To prevent The Crystal War from recurring, the Adventurer faced the Shadow Lord and, after a fierce battle, successfully defeated him. King Destin, praising the achievements of the returning Adventurer, announced to all that he would seek the secret treasure of Dragon King Ranpeerre for the benefit of the exhausted San d'Orian, and asked the Adventurer for their help in the search.

← Trion declares that he will take full responsibility and, with the decisiveness of a true warrior, orders the defeat of the Shadow Lord.



→ The Adventurer, having defeated the Shadow Lord and returned home, is approached by members of House d'Oraguille.

Conversation: The Secret Treasure of Dragon King Ranpeerre

Trion: The hidden treasure of the Dragon King...?
Destin: That's right. Legend has it that King Lampeil used the treasure to save his homeland.
Biege: Where is that secret treasure now...?
Destin: Hah, if only I knew that. This is also a legend, but it's said that King Lampeil sealed it somewhere. I don't know why. In the past, many expeditions were sent, but no one was able to find it. Perhaps the time has come to find the treasure and break its seal...

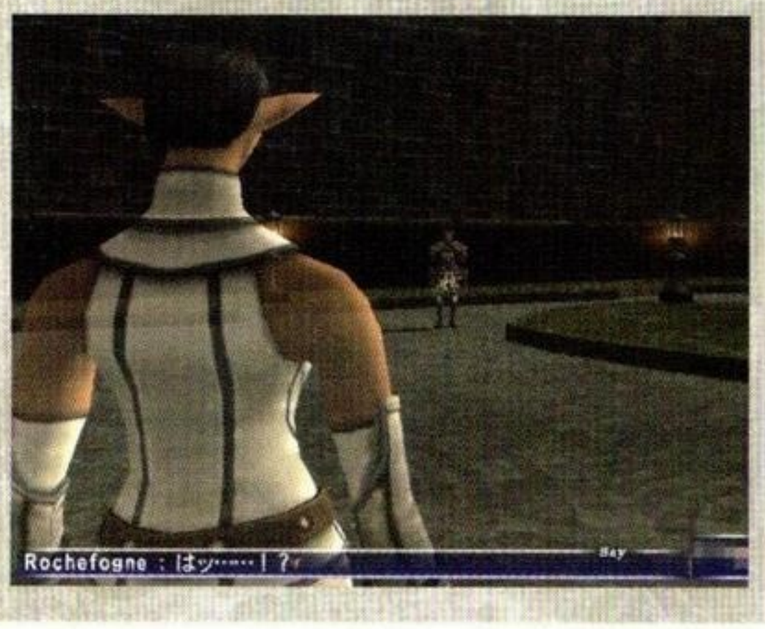
San d'Oria M6-1 "Queen Rote's Will"

Related: San d'Oria M9-2 "Coming of Age" (→P.65)

Flowers dedicated to the late queen

King Destin instructed the Adventurer who had gone to Chateau d'Oraguille to obtain the Dreamrose seeds, in order to fulfill Queen Rote's final wish: "I want you to keep the Dreamrose blooming in the castle garden at all times." The Adventurer immediately set off for the Western Altepa Desert, where they defeated the local Monster and successfully brought back both the Dreamrose flower and its seeds.

The Adventurer reunites with Rochefort-Genoux in Rote's garden, where they have come to offer flowers. Then, as if by the mysterious power of the Dreamrose, the apparition of Queen Rote suddenly appeared. The queen's apparition warned Rochefogne, "Do not go near the Dragon King's treasure," and "Will tragedy strike again?" before fading away. After seeing off Rochefogne, who left as if brushing away the apparition, the Adventurer found a piece of paper lying at his feet...



↓ Perhaps it's the Dreamrose's power to induce hallucinations, but the spirit of the late Queen Rote appears before Rochefogne.

Key Item: Scrap of Paper

A piece of paper found in Queen Roth's garden. It reads, "When facing a lie, the truth is hidden behind it."

A note dropped by Rochefogne in Tete's garden. At this point, the meaning of the text is unclear, but it actually serves as a clue for finding the true King Ramper's grave in the next San d'Oria M6-2, "The Dragon King's Resting Place."

Pick up! The Dragoon who appeared at the mausoleum

When King Destin performs the Mourning Ceremony at the mausoleum of the true King Lampel, a Dragoon appears. This figure, who is driven away as a suspicious person, is actually the spirit of Elparacion, the "Last Dragoon" who was King Lampeil's right-hand man. He met a mysterious end, and the truth behind it is revealed in San d'Oria Q73, "Those Who Trust Each Other" (→P.415).

↑ It seems El Barasion was trying to convey something about the Holy Sword, but what could it be?

Pick up! The Pope and the Holy Sword

Since the Holy Sword's existence was revealed, the Pope has been eagerly pursuing clues to its whereabouts, to the point that even Pieuje finds it suspicious. In truth, Pope Shamonde has been led to believe by Eald'narche (→P.116), a member of the House of Jeuno, that the Holy Sword is the key to unlocking the "Gate to Paradise," the long-cherished goal of the San d'Orian Church. Fully believing in this, the Pope becomes fanatically driven in his quest for the Holy Sword, even resorting to using King Destin and Pieuje.

San d'Oria M6-2 | The resting place of the Dragon King

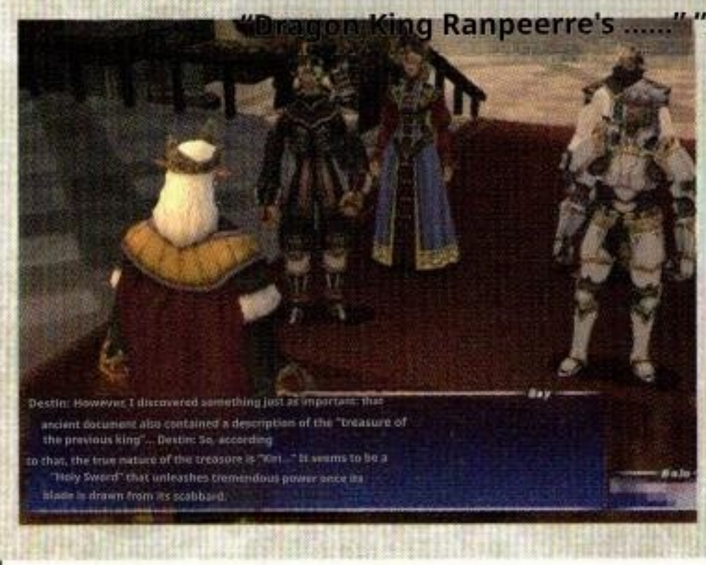
Related: San d'Oria Q73 "Those Who Believe in Each Other" (→P.415)

The whereabouts of the true royal tomb

Having realized that the Dragon King's secret treasure likely lies within the "true tomb of King Lampeil," Trion asks an Adventurer to uncover its location. Guided by Rochefogne's notes, the Adventurer explores the tomb of Dragon King Ranpeerre and arrives at the true mausoleum. Just as the adventurer discovers an ancient document written in the language of San d'Oria, Rochefogne calls out to them. After praying before King Lampeil's tomb and checking the ancient document, he left, saying there was nothing here for him.

Meanwhile, Destin, having deciphered the ancient document the Adventurer brought back, finally learns the true nature of the Dragon King's secret treasure. It is a "sword"—a "holy sword" with immense power, he says. Destin vows that the entire nation will search for the Holy Sword, once again praying to King Lampeil and asking the Adventurer for continued cooperation.

"Dragon King Ranpeerre's ....." "Holy Sword"



↓ The discovery of the true King Lampeil's tomb, the valuable ancient document, and the revelation of the Blade's true nature have stirred excitement among the royal family.

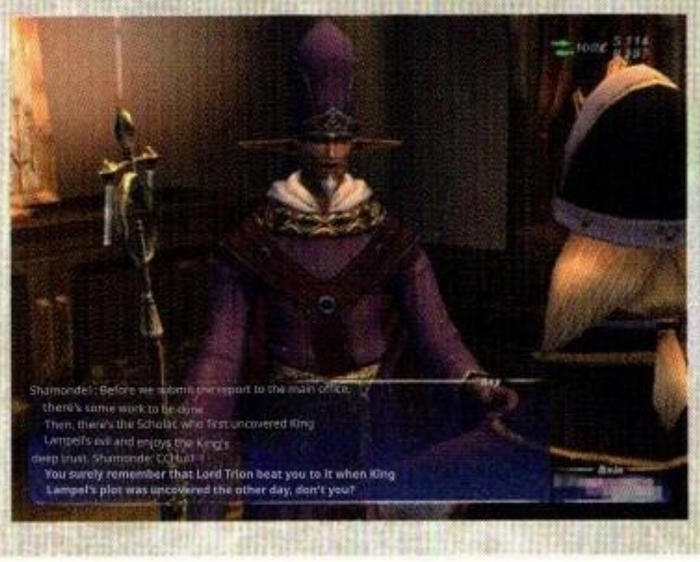
San d'Oria M7-1 "The Pope's Prestige"

Related: San d'Oria M9-2 "Coming of Age" (→P.65)

The Fanaticism of the Saints

The Adventurer, summoned by Pope Chamand, visited the Cathedral. While meeting with the Pope and Pieuje, news reached them that the Church's elders had hidden something significant in the Bostaunieux Oubliette. Despite Pieuje's cautious approach to report to the king, the Pope, on his own initiative, entrusts the investigation of the prison to the Adventurer. After the search, the Adventurer found a single, aged stone slab. Shamand was excited, believing this could be the very relic linked to the Holy Sword. However, Pieuje grew increasingly suspicious of his hasty demeanor.

Having completed the mission, the Adventurer visited Queen Lotte's garden at the invitation of Princess Claidie. Claidie speaks of her helplessness as she gazes at the blooming Dreamrose. With a solemn expression, she spoke of the fall of the Marquisate of Tavnazia, the homeland of her mother, Rote.



Shamonde urges her to achieve something notable before Torion does. Piegé's reaction to that attitude was...

■ Dialogue: Rochefogne prays to the Dragon King

Rochefogne: King Lampeil, I have finally reached your grave. But ironically, I feel more distant from you than before. Please... please watch over me. No, I don't hold that status. Far from it. Right now, I'm... At the very least, please watch over me from there and see if I'm doing the right thing. That alone will save me. (Turning to the Adventurer and pointing to the ancient document) Could you show me that for a moment? I won't take it. In the first place, wasn't it partly thanks to me that this place was discovered?

■ Conversation: Pieuje becomes suspicious

Shamonde: We have a duty to read this. I'll definitely do it...! I'll report this stone slab directly to the king. (Turning to the Adventurer) Once I've deciphered it, I might have another request for you. I'll be counting on you again then. Well then, if you'll excuse me...

Pieuje: (to the Adventurer) So, you're the one who found that stone slab on the Pope's orders. Thank you for your hard work. However, when it comes to the Holy Sword, the Pope seems to become a different person. I can understand his feelings, but...

Pick up! The Masked Adventurer Eidetale

Adventurer Eidetale, wearing a full-face helmet and resplendent golden armor. Although her physique and manner of speaking indicate that she is a woman, her true identity remains unknown. She claims to be an Adventurer from San d'Oria and says she came to Horlais Peak on a mission from her home country. However, when asked by the Guard in charge of issuing Missions, they say they have no record of anyone named Eidetale.

↑ Eidetale speaks as if she knows the Adventurer, with a ■ look on her face.

Pick up! The Light Bringer Tradition

As the Light Bringer ceremony approaches, Claidie shares her anxieties about the ritual at her mother's grave. In House d'Oraguille, there is a tradition where, upon reaching adulthood, a family member shares a secret passed down through the royal line. She wonders if she can handle the responsibility... Then, during the ceremony, Claidie learns the royal secret: that the all-out attack on Tavnazia by the Beastmen army was the result of a diversionary tactic by the four kingdoms of Altana. This knowledge makes her sympathize with Rochefogne.

San d'Oria M7-2 "The Secret of the Beastmen Weapon"

Related: San d'Oria M9-1 "Thick Walls" (→P.64)

The Orcs' Scheme and the Mysterious Adventurer

The Royal Knights, having detected disturbing Orc activity deep within the Ghelsba Outpost at Yughott Grotto, task an Adventurer with investigating. The Adventurer immediately infiltrated the cave through the Magic Circle and learned that the Orcs were searching for the whereabouts of the Holy Sword and were building a powerful siege weapon. After the Adventurer repels an attacking group of Orcs and destroys their siege weapon, a female Adventurer named Eidetale appears before them. She speculates on the Orcs' intentions, but Rochefogne suddenly appears, points out that the situation isn't so simple, and departs.

← The Orcs are searching for the whereabouts of the Holy Sword in a unique way. Is their goal to finish building a siege engine?

→ Hearing the implications in Rochefogne's words, Eidetale tries to stop him, but...

...wever, the truth of the matter isn't that simple. I wish you the best of luck."

San d'Oria M8-1 "Light Bringer"

Related ——

The truth revealed on the day of blessing

As Princess Claidie's Light Bringer ceremony approached, Halver tasked an Adventurer with obtaining the Fallen Water required for the ritual. Thanks in part to the Adventurer who brought back the Fallen Lamb's Water from the spring in the Quicksand Caves, the Light Bringer ceremony was held without incident.

Adventurers, mingling with the cheering crowd, watch over the members of House d'Oraguille as they parade through the streets of San d'Oria after the ceremony. It was none other than Rochefogne who suddenly burst onto the scene. He stood before the parade procession, claiming to be the younger brother of Queen Rote and the last survivor of House Tavnazia, and declared that he would obtain the Holy Sword before House d'Oraguille. Ignoring the commotion, he vanished. In response to this situation, Trion issued a warrant for Rochefogne, declaring him an enemy of the royal family.

"He's the sole survivor of the House of Tavnazia."

↓ Finally revealing his true identity, Rochefogne makes no secret of his hostility toward House d'Oraguille.

Key Item: Crystal Dowser

A tool with a small Crystal attached to the end of a string. It seems the Orcs are using this to search for the "Holy Sword."

An item obtained after the battle on Horlais Peak. The Orc army and Rochefogne are said to be using this to perform "Crystal Dowsing" in their search for the Holy Sword. After an Adventurer brings it back to their home country, a replica is also issued to the San d'Orian investigation team.

Conversation: Descendant of the House of Tavnazia

Rochefogne: I am Rochefogne I Tavnazia. I am the legitimate son of Alteredol and the sole survivor of the House of Tavnazia. Claidie: So, you're your mother's younger brother!?

Trion: Rochefogne!? Didn't he die during the war?

Rochefort: It's pathetic that you can't believe what you see with your own eyes. That's what always leads to tragedy. I must, by any means necessary, obtain the Holy Sword before House d'Oraguille. That is the path my Tavnazia must take.

Pick up! The Unease About the Holy Sword

Amidst the joyous excitement of the people upon discovering the holy sword, Curilla and Pieuje react differently. First, Curilla says that the moment she grasped the sword, she felt an indescribable chill run down her spine. On the other hand, Piegie worries that the Succession Ceremony might trigger a sibling conflict akin to that of the Age of Two Dynasties. At the same time, he questions whether the Holy Sword truly has the power to determine the heir of House d'Oraguille.

Pick up! The reason for erecting the Magic Wall

Rochefort d'Ogné, who views House d'Oraguille as an enemy, erected a Magic wall that wards off evil in San d'Oria to protect the Holy Sword from falling into the hands of the Orcs. If the Orcs learned that the Holy Sword had returned to the royal capital, they would undoubtedly attack San d'Oria. To prevent that, a Magic wall was erected. However, because an Adventurer dispels the Magic Wall, an Orc spy manages to infiltrate the royal castle.

Pick up! Rochefogne's fate unknown?

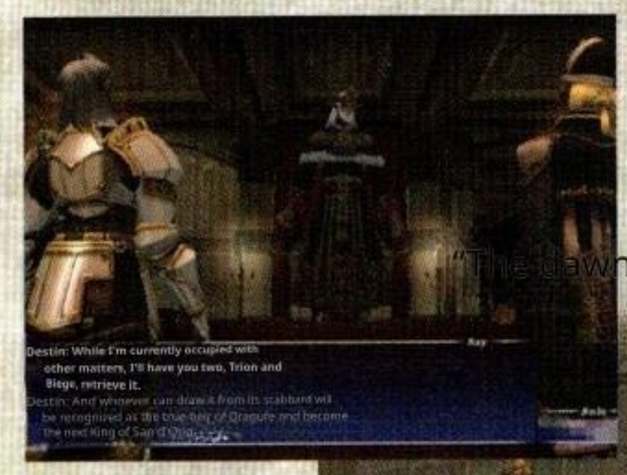
Rochefogne, presumed dead on an isolated island in Batallia Downs, had actually switched places with a member of the Corpse Bird Squad. After that, he approached Claidie, who sympathized with him, and once he confided his goals and circumstances, he asked for her cooperation. Claidie also accepts his proposal, and the two decide to stage a performance during the Succession Ceremony to retrieve the Holy Sword.

San d'Oria M8-2 "The Lightbringer"

Related: San d'Oria M9-2 "Coming of Age" (see right page)

The Dragon King's Sword has been discovered

King Destin invited the Adventurer to the royal castle and announced that the deciphering of the stone slab previously found in the prison had been completed. It is said that the stone tablet stated that the Holy Sword can only be drawn by the true heir of House d'Oraguille, and that it will only unleash its true power in the hands of that heir. In response, Destin declared that he would conduct the "Succession Ceremony" to determine the next king through the Holy Sword. The entire knight order was mobilized, and The Lightbringer expedition teams were dispatched to various regions. The Adventurer's search for the Temple of Uggalepih came to an unsuccessful end, but finally, news of the Holy Sword's discovery arrived from Curilla, which was heading toward Vollbow near the former Tavnazia territory.



← King Destin, with the authority of the Holy Sword, seeks to resolve the simmering succession issue within the kingdom.

"The dawn of a new San d'Orian is near."

→ Pieuje expresses her feelings for her brother – and worries that everyone might be placing too much faith in the legend.

San d'Oria M9-1 "Thick Walls"

Related

Rochefogne's disturbing activity

A Magic wall has been erected around the royal capital. After receiving a report from Chamand, Trion and the others suspect Rochefogne is behind it and task the Adventurer with removing the three mediums that form the Magic wall.

The Adventurer, having reached the isolated island in Batallia Downs where the final medium was buried, was reunited with Rochefoyne and Eidetale. Eidetale asks Rochefogne to engage in dialogue with House d'Oraguille, but he refuses. What appeared there was the "Corpse Bird Squad," an assassination unit under the command of Trion and his men. Despite knowing that Eidetale was Princess Claidie, the Corpse Bird Squad ignored her orders and attacked Rochefonne. He fell from the cliff, and his fate remains unknown. Claidie returns to the royal castle, her heart heavy with grief. A member of the Corpse Bird Squad approached her.

↓ Eidetale shields Rochefort Ognu from the Corpse Bird Corps' attack. However, the Corpse Bird Corps wielded their swords mercilessly .....

Conversation: Pieuje's concerns

Pieuje: I never even imagined becoming king. Because my brother's leadership is essential to unifying the country. However, it's clear that my brother needs a capable advisor to rein in his excesses. Still, it would be problematic if, by some unlikely chance, I were chosen by the Holy Sword. If you look back through the country's history, you'll find numerous examples of kingdoms that self-destructed due to conflicts among blood relatives. But that's the one thing we must avoid. (Thinking to himself) But does the Holy Sword really have that kind of power? Aren't we placing too much faith in legends? ...I hope it's just a baseless worry.

Conversation: Eidetale's Persuasion

Eidetale: You're trying to convey something to House d'Oraguille.

Rochefogne: This has nothing to do with you. Vauderame, take this off. Leave these guys to me and hurry up and check the other mediums. It might already be too late, though.

Eidetale: Even if you try to forcefully convey your message, the other side will also block it with force. So, let me step in. To discuss with the people of House d'Oraguille...

Rochefogne: This isn't the kind of issue that can be resolved through discussion, young lady.

Pick up! Theories surrounding the Succession Ceremony

The Succession Ceremony, held under strict security, was a sham concocted by Chamand, who believed that drawing the Holy Sword would open the Gates of Paradise. Rochefogne, knowing this, referred to the succession ceremony as a "farce." During the ritual, the Holy Sword is drawn from its scabbard, but of course, the Gates of Paradise remain closed. The Pope, who had falsified matters of national importance, is then detained until he later receives a pardon from the King.

Pick up! King Lamper's Final Words

A holy sword that draws on the world's energy and unleashes immense power. However, fearing that evil spreading throughout the world would bring calamity, Dragon King Ranpeerre ordered the House of Tavnazia to seal the sword tightly. Rochefogne sought the Holy Sword to reseal it, following the Dragon King's final wish. His sister, Queen Rote, was also aware of the Dragon King's final wish, which is why she left instructions to ensure the Dreamrose, which weakens the Holy Sword's power, would always bloom.

Pick up! The Succession Issue Resolved

Having settled the turmoil surrounding the Holy Sword, King Destin simultaneously announces a decision regarding the succession. His plan was to remain on the throne for a while longer, allowing him to assess Trion and Pieuje. The king then declared that he would abandon Elvaan's arrogant reliance solely on power and appoint a wide range of talented individuals. Expressing gratitude to the Adventurer who opened his eyes

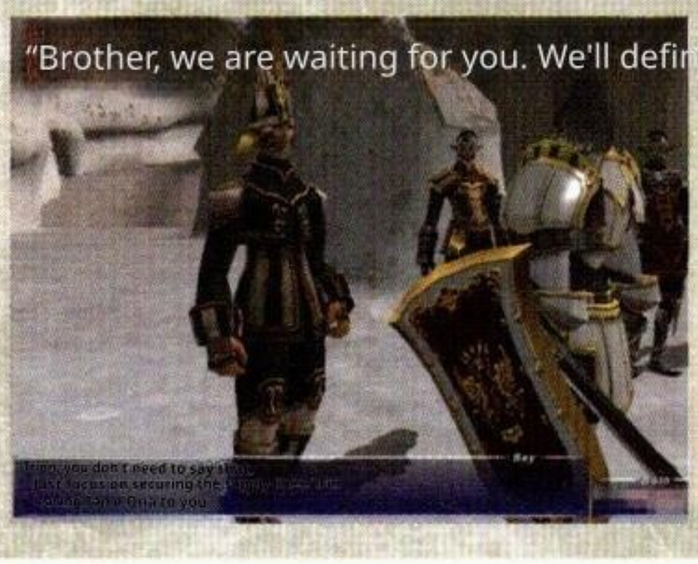
San d'Oria M9-2 "Coming of Age"

Related

The Awakened Lion

The succession ceremony was finally held in the Cathedral. However, the ceremony was interrupted by Rochefogne's intrusion, and in the end, an Orc soldier who had infiltrated the scene stole the Holy Sword. Despite being critically injured by the power of the Holy Sword, Rochefogne reveals a startling truth to the House d'Oraguille. He said that he was the one who drew the Holy Sword, unleashed its power, and destroyed his homeland, Tavnazia.

The Succession Ceremony was concocted by the Pope to draw the Holy Sword, but the true message on the stone tablet was to seal it away securely. Upon learning this truth, Destin resolved to battle the Orc army to seal the Holy Sword, and he asked Adventurers to fight for the kingdom. The Adventurer, having charged into Fei'Yin where the Orc army is encamped, joins forces with Trion to face the decisive battle against Orc Warlord Rojgnoj.



↓ Even if I fall, Pieuje is here—expressing his deep trust in his younger brother, Trion heads to the front lines with the Adventurer.

Epilogue

Hopes for the future

Welcoming the Adventurers who had reclaimed the Holy Sword from the Orc horde, Destin learns the full story from the now-recovered Rochefogne. Then, to seal the Holy Sword and fulfill the wishes of his ancestors, he visits the Dragon King's mausoleum with his family. At that moment, the heroic spirit of King Lampeil appeared before the royal family. King Lamper takes the Holy Sword from Destin and, entrusting the future of the kingdom to all present, disappears. Thus, the incident surrounding the Holy Sword finally came to an end.

Claidie's voice echoes through the royal capital, now enveloped in a long-awaited tranquility, as she searches for Rochefogne. Rochefogne watches the scene from afar. He vowed to meet the Adventurer again, wished for a bright future for the kingdom, and quietly left San d'Oria.

↓ The Holy Sword, which had brought chaos to the human world, was sealed by King Lampeil himself, leaving behind many mysteries.

Conversation: Destin's Conviction

Dustin: (to the Adventurer) If you haven't abandoned us, would you go to the front lines with Trion? Right now, the people who have continued to believe in us are the ones we must cherish the most. Because we stand on the foundation that each and every one of them has built. Knight: Excuse me, a message from the scout! It seems the Orcs who took the sword have set up camp in Fei'Yin, in the north!

Destin: Hmm, thank you for your efforts. Then, send the Knights to Fei'Yin! And convey to all soldiers: "This is a war where the fate of San d'Oria is at stake!"

Conversation: Glory to the Kingdom of San d'Oria

Rochefogne: Sister Rote, all your children have grown up wonderfully. Please rest here with peace of mind. Unfortunately, I don't have the right to be here. So, I've decided to leave.

(Rochefogne notices the Adventurer)

Rochefogne: You, huh? This isn't the end for either of us. No, this is where it really begins. I still have a lot to do. ...You too, right? But I have a feeling that someday, somewhere, I'll meet you again. Let's both hope that when that time comes, this San d'Oria will be shining even more brightly.

Scenario Staff Q&A

Q&A with the Scenario Staff

~Kingdom of San d'Oria Edition~

Q Could you tell us the theme of the story in the Mission of the Kingdom of San d'Oria?

Kigoe: San d'Oria was originally conceived as a country that once flourished but has since fallen into decline. So, we made the theme how it could recover from that and address its domestic issues. In the process, we also aimed to depict how the once-divided royal family members gradually come together as one. Also, regarding the San d'Oria Mission, there was a desire within the development team for a medieval fantasy story featuring knights and royalty, so I aimed to create a traditional story myself.

Q How did the creation of the Mission's story unfold?

Kigoe: I initially worked on Jeunoan Quests and events, and later helped with the San d'Oria-related content. At that time, the San d'Oria Mission already had a structure where there were two authorities, the King and the Pope, with characters divided into factions that competed against each other. However, the conflict was so deeply rooted that it seemed impossible to resolve the story as it stood. So, from that point forward, I worked with Sato (Ms. Yaeko Sato, in charge of Windurstian scenarios) to figure out how to lead the story to a satisfying conclusion for players, and that's how the "Mana Sword" setting came about. I thought that if an incident occurred while searching for a key Item, it would make it easier to change the situation. So, we changed the first half of the Mission, which had already been released, to involve Rochefogne, and then built the second half around him and the Holy Sword.

Q How did you decide on Rochefogne's character?

Kigoe: It's hard to advance the story with just the members of House d'Oraguille, so I thought of introducing a character who is closely connected to them and holds a high position, but is still an outsider, to drive the narrative forward. Tavnazia's character seemed like a perfect fit, and I also wanted to create a story about Queen Rote's brother. As I connected those elements, Rochefogne's character naturally took shape.

Q Could you please explain why you chose not to clearly reveal the cause of Queen Rote's death during the Mission?

Kigoe: I imagine players ask this question because there's something that bothers them, and that's precisely the "bothering" aspect I aimed to create. By leaving Queen Rote's cause of death unspecified, we aim to make players wonder, "What could have happened?"

Planner

Yusuke Kigoshi

Yusuke Kigoshi

Responsible for San d'Oria and Jeunoan Missions and Quests. He also works on planning for Conflict. He says his favorite are the Curilla-related Quests.
Notable works: "Xenogias" and "Chrono Cross"

I wanted to convey that she would be the key to the story. We also incorporated Rochefogne into that, and by following his actions, we made it so that players could uncover various clues left by the queen. By the way, the queen actually died of illness, but I think you'll get a sense of that as the story unfolds.

Q Why does Rochefogne, who has close ties to House d'Oraguille, turn against them and pursue his own path?

Kigoe: There was a reason why it was difficult to advance the story without putting them in conflict in a dramatic way (laughs). But in the end, I think Rochefogne felt guilty, thinking, "I caused the Holy Sword to go berserk," and he felt remorseful. Because of that guilt, he can't cooperate on an equal footing and can't rely on others. If his sister, Queen Rote, were alive, he would have relied on her. Rochefogne's softer approach toward Claidie compared to how he deals with Trion and the others is largely due to the fact that, compared to her two brothers, she's more reasonable. Additionally, I the influence of Queen Rote is clearly present in her.

Q How did you develop the characters who are central to the story, aside from Rochefogne?

Many of the characters, like Kimikoshi Trion, weren't originally created by me. When I got involved in the San d'Orian scenario, these characters were already present in the story and had made an impact. So, I thought that if I were to tweak their character designs, I would do so in a way that leveraged those initial impressions. I had in-depth discussions with Sato and various staff members about how to further enhance the unique appeal of each character. As I worked on them, the characters started to take on a life of their own in my head, and I wanted to depict the aspects that truly made them who they were. That's how the stories for the Red Mage and Dragoon artifact quests came about —from a desire to explore different facets of Curilla and Rahal.

Q Are there any episodes featuring Trion, who has become a popular character?

Kigoe: His popularity is a bit of an interesting phenomenon, isn't it? (laughs) When I played San d'Oria M1-3■ "Rescue of the Children," I was surprised that the prince himself would come to the rescue. But I think his character was already established in that story. So, instead of fixing it in a serious way, I decided to refine him further as a character you can't hate. While emphasizing his masculine side, we also made him a bit of a goofball—someone who doesn't realize he's being silly, but still has a quirky, funny side. Then, I thought it would be fun to show Trion's softer side by involving Curilla, and I aimed to depict the playful, teasing relationship between the two. I'm really happy that it ended up being popular, and it was worth writing it that way.

Q What was your intention behind disguising Princess Claidie and having her appear as Eidetale?

Kigoe: That was because other staff members said, "Wouldn't she look too pale if she were disguised with armor and a helmet?"That was the trigger. The aim was

I wanted to actively move Claidie so that she wouldn't just be a character who stays inside the castle. But there wasn't much of a response (lol), so I figured that maybe it's better for a more reserved character to emphasize their reserved side. Regarding the disguise, I didn't particularly want to hide my true identity; instead, I wanted players to notice it. I aimed to make it easier to understand by simply using the real name read backwards as the alias.

Q Pope Shamonde makes an appearance with a distinctly villainous air about him. Could you tell us more about his character?

Kigoe Shaman also gives a strong impression of being a villain in San d'Oria M1-3, "Rescuing the Child," and his character has become somewhat fixed. Even in the Red Mage's artifact quest, I made him seem quite suspicious, thinking he might be useful for something later (lol). However, personally, I believe that Shalmond is also a victim. Because he personally experienced the difficult times around The Crystal War, he had a strong desire to somehow improve San d'Oria. When he heard about the Holy Sword from Eald'narche, I think that's when things started to take a strange turn.

Q What exactly is the "Holy Sword" that holds the key to the story of the San d'Oria Mission?

Kikoshi: In my view, that's part of the Zilart ruins. Eald'narche got involved out of curiosity, thinking, "So something like this still exists in the modern era." But since it wasn't important to him, he likely told Shamanard, "It's the key to the Gates of Paradise," as a bit of a joke. It seems that the Shaman took that story seriously and, using the rite of succession as a pretext, went on a rampage. Also, the Orcs don't feel a physiological aversion to the Holy Sword simply because they were once defeated by it. There's a setting where "Beastmen became Beastmen through various circumstances," and I think the Holy Sword as an object makes them feel that fundamental pain related to their racial origins.

Rochefogne says, "I drew the Holy Sword and caused it to go berserk." Under what circumstances does the Holy Sword activate its power?

Kigoe: As mentioned during the Mission, the idea was that when the world becomes unsettled and filled with evil intent, the Holy Sword absorbs too much of it and goes berserk. So, it's possible that Rochefogne isn't actually the reason the sword went berserk; he might just be convinced that he is.

Q Aside from the Holy Sword, were elements like the Atal'Fonne Bandit Gang, to which Vauderame belongs, and later the "Chains of Promathia," planned from the start?

Kigoe: That's not the case. Sato came up with the idea for the Atalforne Bandit Gang. When we were creating the Thief's Artifact Quest, she suggested, "There's a group connected to Tavnazia—could we use them somehow?" So, we incorporated Vauderame's identity, which is revealed during the Quest, into his character. It feels like Sato skillfully connected his character, the Holy Sword, and Tavnazia's setting to the Chains of Promathia.

Q What was your aim in introducing the plot twist that Rochefogne, who was thought to be dead, was actually alive during the storyline from San d'Oria M9-1 "Thick Walls" to San d'Oria M9-2 "Coming of Age"?

Kigoe: I created that sequence primarily because I wanted to include an action scene. In the beginning, I struggled to get the direction just right and faced technical issues, so I couldn't create proper action scenes. However, since then, I've become capable of crafting more intricate direction, which inspired me to try expressing a sense of speed. I also wanted to try scenes like the Orc spy clinging to the ceiling, just to see what it would be like. I wanted to try. That's how I approached it: I came up with ideas for the direction and then crafted the story around them.

Q Among the San d'Orian Quests, the one with a particularly unique story is San d'Orian Q54 ■ "Holiday at Chateau d'Oraguille." What inspired its creation?

Kigoe: The San d'Oria Mission was all about a serious story, and I was convinced I had to create a traditional tale, so I was quite frustrated when I finished the Mission (laughs). Also, since I had already decided to take a bit of a break from creating Quests and other scenarios afterward, I thought I'd do something I enjoyed for the final stretch, and so I created "A Day Off at Chateau d'Oraguille." This Quest originally started with the idea of exploring what we could do with a borrowed item race. I then added humorous elements that I had held back in the Mission, such as "Halver has a younger sister whom he dotes on" and "The King and Halver have a bumpy conversation," to reveal a different side of the characters. I think I managed to create something fun, and it was well received by players too. This Quest made me realize that a touch of humor is important.

Q Please share your thoughts on how San d'Orian characters feature prominently in other scenarios.

Kigoe: For example, Trion also plays a big role in "Treasures of Aht Urhgan" (laughs). That was because the scenario writer in charge wanted to feature Trion, so we decided to include him. It's really gratifying for me to see how previous stories are put to good use. For example, in "Wings of the Goddess," Halver and his sister, Altania, make an appearance that builds on the conversation flow from San d'Oria Q54, "Holiday at Chateau d'Oraguille." Similarly, in San d'Oria Q70, "The Sacred Seal," the boy Rahal and Sylanus appear, drawing on the story's earlier narrative. It once again reminds me that the way scenarios are crafted in "FFXI" is truly unique: someone creates a setting or story, and then another person takes it and expands it into something new.

MISSION STORY GUIDE: Republic of Bastok Mission

The Republic of Bastok

Prologue

The Republic of Bastok, an industrial nation, is based in the Gustavberg Mountains in the south of the Quon Continent.

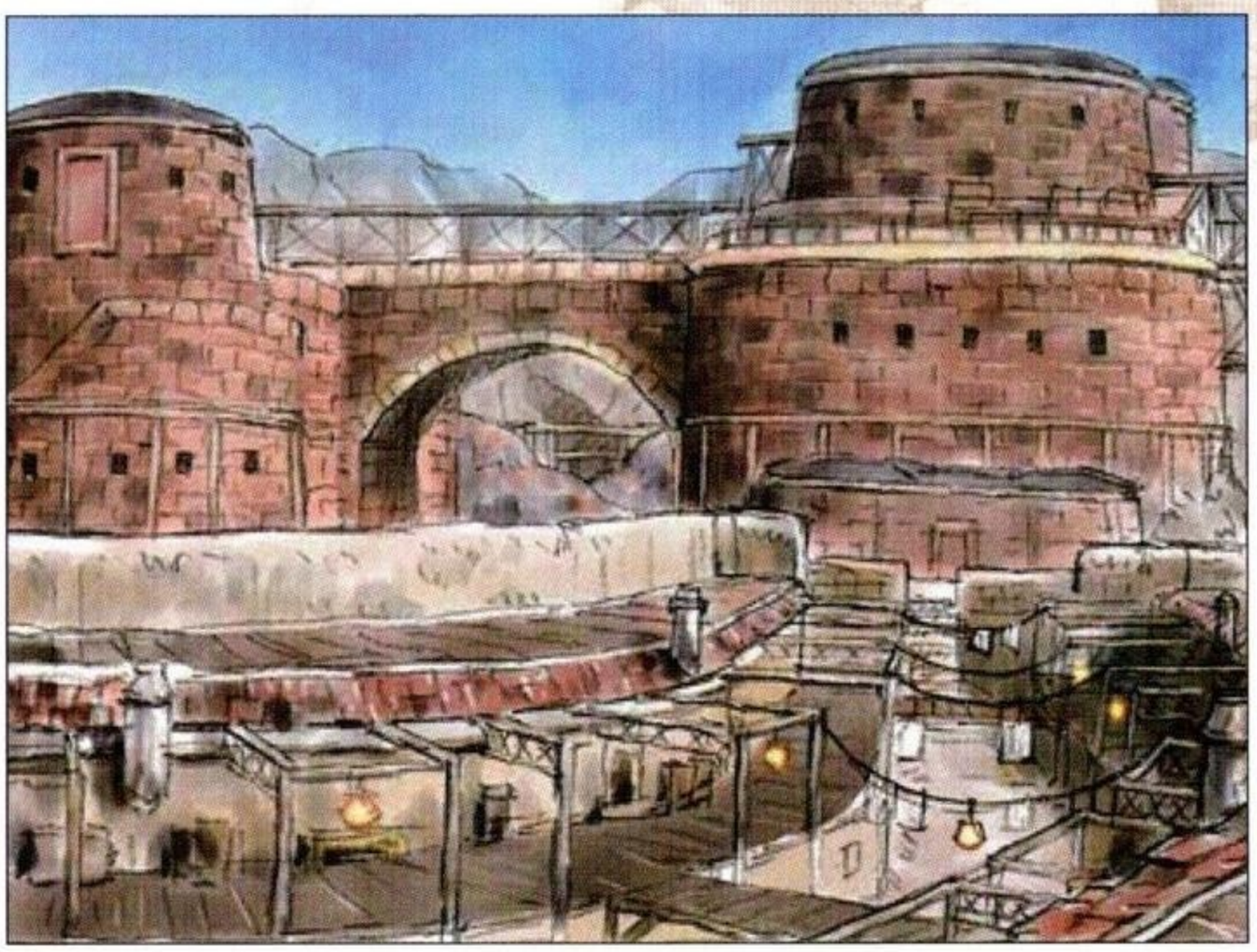
Compared to San d'Oria, with its longstanding knightly order, and Windurst, a major Magic power, it is a relatively new nation with a shorter history.

However, its advanced technology and abundant mineral resources have allowed Bastok to expand its influence to rival the two aforementioned nations.

About half of the Bastokan population is made up of the technologically adept Hume race.

They hold the real power in commerce, industry, and politics, and their acumen for industry **Their keen sense for industry has driven development.**

Furthermore, about 30% of the population is made up of the Garka, a race that migrated from Zepwell Island in the southwest 600 years ago.



Their formidable strength greatly contributed to the development of numerous Bastokan mines.

Many Adventurers are drawn to a country that is thriving. You are one of them.

Your adventure story will continue from this very place, Bastok.

Opening

In Bastok Mines

Hani: (calling out to a passerby) Excuse me... How do I get to the residential area...?

(A passerby who ignores Hani and walks by)

Hani: ... (spotting an Adventurer) Ah, excuse me. This is my first time in Bastok. Could you tell me where the residential area is? ...Huh? Are you also a new Adventurer? I see. I was feeling a bit out of place here, and I was having a hard time. Let's both do our best! Well then! (Leaves)

DyDog: Today's a bad day, man... A Hume who doesn't know his way around wandering in. (To the Adventurer) You're an outsider too, aren't you? No, I have a request. If you don't want to be skinned alive, then...

It's in your best interest to get out of here quickly.

Gumbah: Well, well, there's no need to be so uptight.

Dy-Dog: What's the matter, Gumbah? Are you going to take advantage of an outsider?

Gumbah: That's not it, though. I just thought that Galka's tough guy, Daidog, doesn't need to bother with a weakling like this.

Daidog: Hmph, you're still that cocky kid... Anyway, be careful from now on.

Gumbah: (watching Daidog leave) Man, this is a real headache. There are a lot of tough guys.

In Bastok Markets

Arone: Hey, Guil! Really? They say they saw Captain Forca!

Emris: Is it really, really true? It's Captain Volker of the Mythril Musketeers, you know?

Guil: It's true. He was walking toward the mining district a little while ago. I think he's heading somewhere to do some research.

Arone: How do you know that?!

Guil: ...

Emrys: By the way, you mentioned earlier that you were going to join the Mythril Musketeers, right?

Arone: No way, no way! You're too slow, and... Besides, even if Garka joins the Musketeers, he can't become their captain!

Guil: That's not true! Two of the five Mythril Musketeers are Garka, and...

Emris: One of them has been missing for a long time, hasn't he? Guil: And besides, there was this guy, Garka, who was supposed to become the captain a long time ago...

Arone: No way! Who said that?!

Guil: Gumbah from the Mining District...

Emris: What the hell? Isn't that just a kid?

Arone: Are you going in and out of those dirty places in the Mining District again? Don't hang out with that guy anymore. I won't!

(Faldemar and Dalzakk appear)

Faldemar: Hey, hey, you two, don't fight.

Emrys: Oh, Dad! Are you going on another adventure!?

Faldemar: Yeah, this time it might take a while again. If you don't get along with everyone, I won't bring you back any souvenirs.

Emris: Okay.

Guil: Is Mr. Dalzakk also going on an adventure?

Dalzakk: Yeah. Please take care of things while I'm away.

Arone: Hey, let's go over there and play! (He runs off with Emrys.)

runs off with Emris)

Guil: Ah, wait!(chasing after the two)

Faldemar: Well, shall we go... hmm? You're an Adventurer too, aren't you? But it looks like you're still a rookie. Then you can't come with us. You should form a Party with someone who's at your level. Like me and Dalzakk.

Dalzakk: (to Faldemar) It's not like we're always together.

Faldemar: That's right. Then, take care. Become a great Adventurer.

At Port Bastok

Cornelia: Why?! Why can't you let me go outside?

Nicadio: That's what I've been saying all along, right? If we let the young lady go outside, we'll lose our heads...

Cornelia: So, why?!

Nicadio: Why, you ask...

Tiger Tooth: (shrugging) If you don't know, then figure it out for yourself.

Cornelia: Hey, please! I'll be right back ..... I have a friend who's in trouble!

Tiger Tooth: So, let me ask you: Did he ask you to do this?

Cornelia: That's not the case, though...

Tiger Tooth: I figured as much...

Do you know the word "nosy"?

Cornelia: .... (She steps back, her head bowed)

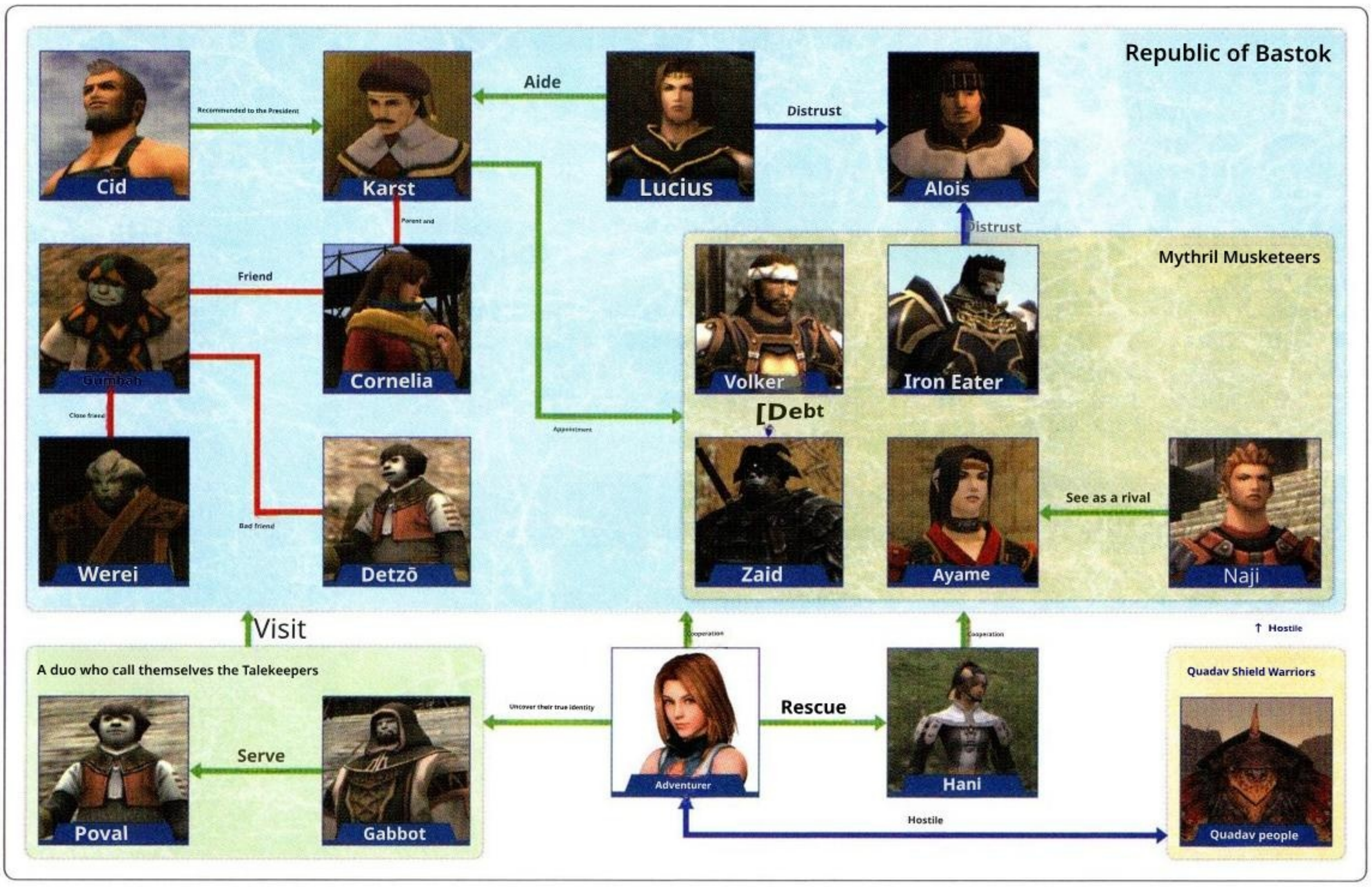
Nicadio: Hey, this is bad. If I get reported for this too...

Cornelia: (noticing the Adventurer) Oh... I wonder if he saw me doing something embarrassing. I can't even go outside the city by myself, you know. Judging by your outfit, you look like a new Adventurer. Is this your first time in Bastok?(Looking at the Adventurer who nods) I see. I'd love to show you around, but I'm sorry—I have something I need to do... Well, I'm off then. I'm getting out no matter what! (runs away)

Nicadio: Good grief... She's finally gone. Why don't you let her go outside...? Well, you'll understand soon enough, too.

Characters

Mission of the Republic of Bastok



A gunman captain with a grudge in his heart

Volker

Volker

Main appearance scenes

Bastok M1-2

"His name is Cid"

"A Double-Edged Encounter"

Aht Urhgan M06

"East Wind"

"Bastok Q75"

"Dark Sword"

Main locations:

Bastok Metalworks, Office of the President

"In the current captain's position, He should have been the one..."

The captain of the Mythril Musketeers, an elite unit directly under the President. He is known as the hero who defeated the Shadow Lord, leader of the Beastman Confederate, roughly 20 years ago, thereby ending The Crystal War. While his subordinates trust him deeply, he spends his days in anguish, believing that Second-in-Command Zaid is the one who truly deserves the captain's position, given the circumstances surrounding the defeat of the Shadow Lord. He also seems to feel a sense of guilt over the dark rumors surrounding his late uncle Ulrich.

A Dark Knight on a never-ending journey

Zeid

(War Crowd)

Zeid (War Crowd)

Main appearance scenes

Bastok M5-1

"Darkness Rising"

Bastok M9-2

"A Double-Edged Encounter"

Zilart M01

"A New World"

Bastok Q75

"Dark Sword"

Main location: Quicksand Caves

"If the answer lies beyond the mists of the past, If you cannot find it, ask my blade!"

The second-in-command of the Mythril Musketeers, he is the most powerful Dark Knight who has mastered the "Dark Sword" passed down through the generations in Garka. Over 20 years ago, when he battled the Shadow Lord in The Crystal War, he sensed something. To unravel that mystery, he left his homeland and embarked on a journey of wandering. Though he worries about the current state of affairs where the Bastokan Garka rely on their Talekeeper as the clan's leader, he does not return home and instead dedicates himself to the battle against the Kindred. It seems you have a deep connection with Volker, doesn't it?

A simple, tough, and healthy Garuka gunner.

Iron Eater (Pagdako)

Iron Eater (Pagdako)

Main appearance scenes

Bastok M2-2
"Monster of the Dry Valley"

Bastok M6-1
"Talekeeper appears!?"

Bastok Q64
"Fighting against its weight"

Main locations:
Bastok Metalworks, in front of the President's office

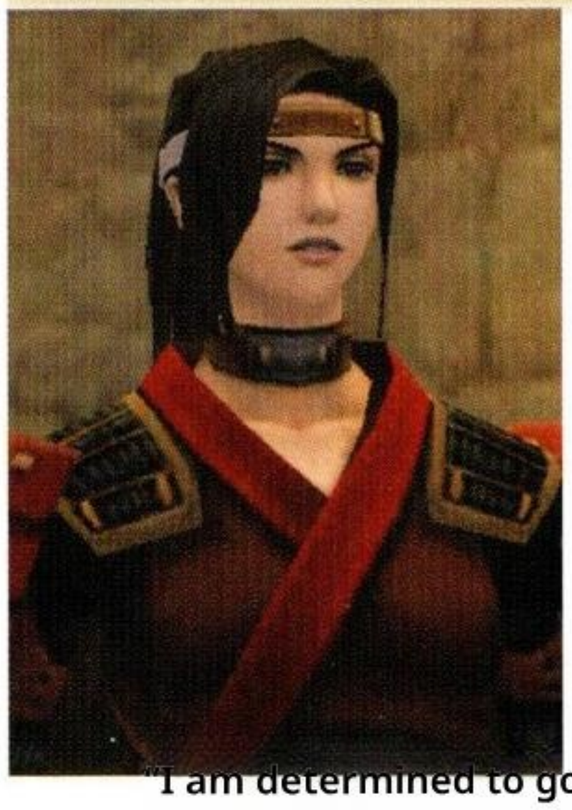
"I'm just a simple musketeer. There's only so much I can do. But... I'll do my best."

In Zaid's absence, he serves as the No. 3 of the Mythril Musketeers, acting as a deputy commander to support Volker. As a boy, he admired Raogrimm and, after training under the swordsman Werei, joined the Musketeer Corps. He is nicknamed the "Unmovable Rock Wall" because he remains unfazed by trivial matters and has a calm, discerning eye. Troubled by the feud between Hume and Galka, and at times caught between the two, he continues to devise ways to improve the situation.

A female samurai with a noble creed

Ayame

Ayame



Main appearance scenes

Bastok M2-1
"The Crystal Line"

Promathia 1-3
"Mother Stone"

Aht Urhgan M38
"Signs of War"

Bastok Q68
"The Promise of That Day"

Main locations:
Bastok Metalworks, Armory

"I am determined to govern myself and to perfect my path with my own hands."

The sole female member of the Mythril Musketeers, holding the position of No. 4. He trained as a Samurai in Norg and was selected as the youngest Musketeer in history. Despite her youth, she is composed and handles her duties with a calm and collected demeanor. However, she does occasionally tease Naji, who also joined the corps at a young age. With the belief inherited from his parents that "the sword exists not to be drawn," he is determined to master the way of the Samurai through self-discipline.

The Office of the President's young "gatekeeper"

Naji

Naji

Main appearance scenes

Bastok M1-1
"Report from the Zeruhn Mines"

Promathia 3-1
"Guidance from the Dragon King"

Hairtugan M39
"Chaos in the Alliance"

Bastok Q69
"A grandchild knows nothing of a grandmother's heart"

Main locations: Bastok Metalworks, in front of the Office of the President

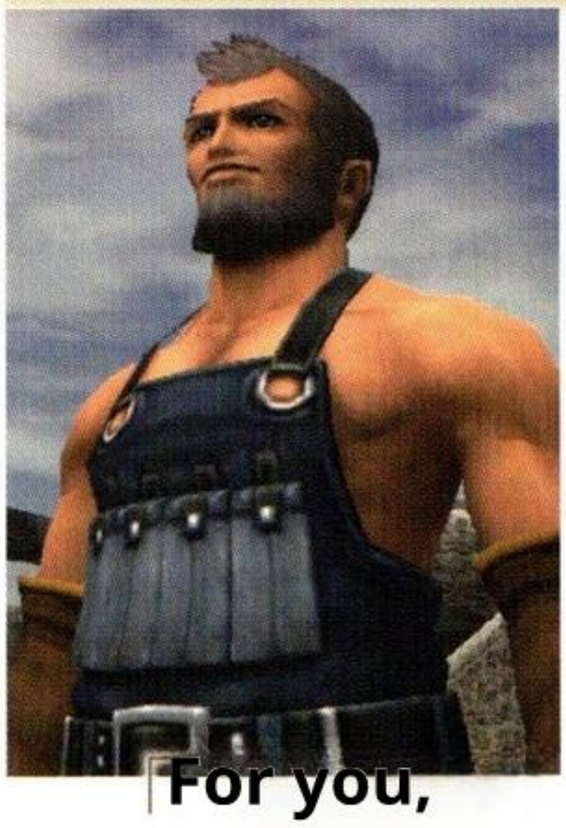
"Even though I'm now a member of the Mithril Musketeers, I'm always stuck on guard duty."

He became a Mithril Musketeer at the same time as Ayame and is ranked No. 5 in the corps. He's a playful but kind-hearted young man who treats Adventurers working on Missions with a friendly demeanor. Perhaps due to his noticeable careless behavior, he is often assigned menial tasks like guarding the gates of the Office of the President. This fuels his rivalry with Ayame, who frequently receives important missions. As someone who calls himself the Musketeer Corps' raid leader, his swordsmanship is quite impressive.

A great engineer who supported the development of the Republic

Cid

Cid



Main appearance scenes

Bastok M1-2
"His name is Cid"

Bastok M7-1
"Concept image of the finished product"

Promathia 1-3
"Mother Stone"

Bastok Q57
"The Workshop Master's Secret"

Main locations:
Bastok Metalworks, Cid's Lab

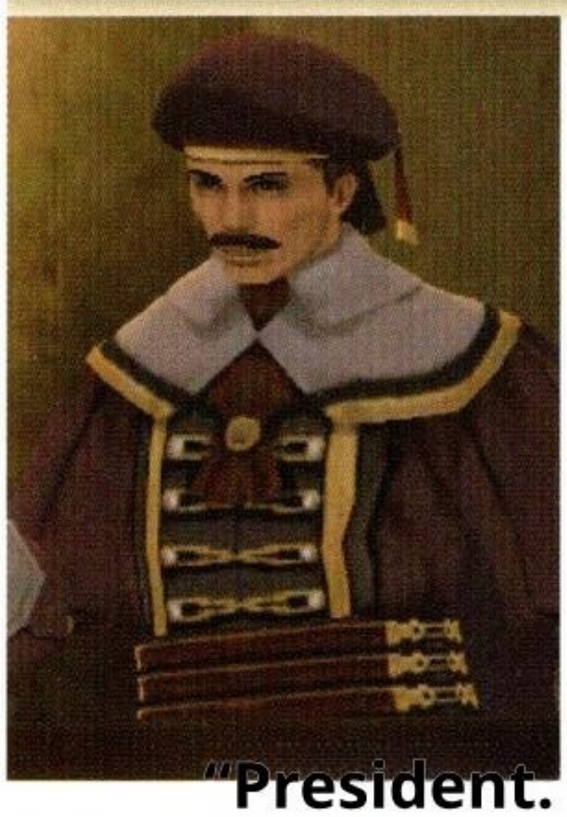
"For you, Don't forget the vision of the finished product."

The head of Metalworks, who works tirelessly day and night on research at Bastok. Since creating the "Ferry" equipped with an internal combustion engine, he has become a hero with numerous achievements, including designing the Airship, and holds the title of "Gifted Engineer." He also recognized the political acumen of Karst, a new bureaucrat, and recommended him for the presidency. When it comes to his research, he can be quite closed off, but otherwise, he's a lively individual who's open and friendly with everyone.

A stubborn but patriotic great leader

Karst

Richter Karst



Main appearance scenes

Bastok M2-3

"Get away from Bastok"

Bastok M4-1

"Take the Magicite"

Bastok M7-2

"Where each one went"

Bastok M9-2

"A Double-Edged Encounter"

Main locations:

Bastok Metalworks,

President's Office

"President.

Please call me that."

The current President of Bastok, elected two years ago with Cid's endorsement. Since his time as a bureaucrat, he has contributed to the Republic by proposing initiatives like the redevelopment of the Zeruhn Mines. He is a thorough pragmatist and is often described as a cool-headed individual because he rarely shows his personal feelings. However, he harbors warmth and kindness in his heart. He dislikes being addressed as "Your Excellency the President" and becomes displeased if you don't call him "President."

A young woman dedicated to fostering racial harmony

Cornelia

Cornelia Karst

Cornelia Karst

Main appearance scenes

Bastok M3-1

"Four Musketeers"

Bastok M7-1 "Concept

of the finished product"

Promathia 3-1

"Guidance of the Dragon King"

Bastok Q07

"Garka and the Girl"

Main locations where the character

Ore Street, Bastok Mines

"After all... is it just hubris to think

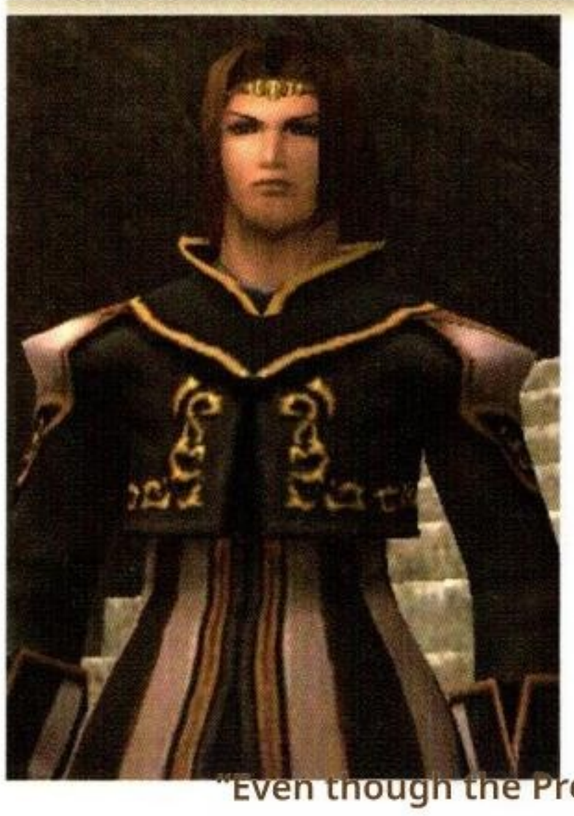
I can accomplish something on my own?"

The only daughter of President Karst. In an effort to resolve the current conflict between Hume and Garka, she frequently slips out of the Office of the President and rushes to the Garka settlement in the Mining District. However, due to her strong convictions and reckless nature, she often gets carried away and causes trouble for others. Moreover, her strong sense of justice and meticulous nature often lead to clashes with her father, who will stop at nothing to achieve his goals.

Someone who truly understands the President

Lucius

Lucius



Main appearance scenes

Bastok M1-1

"Report from Zeruhn Mines"

Bastok M2-3

"Leaving Bastok"

Bastok M3-3

"To Jeuno"

Bastok M9-1 "The

Final Illusion"

Main locations:

Bastok Metalworks,

President's aide's office

"Even though the President looks like

that, I think he's expecting a lot."

The President's Chief Aide, who manages Bastokan's internal affairs. As Karst's right-hand person, he works tirelessly each day to lighten the President's workload in his official duties, however slightly. Despite being a high-ranking official, he has a gentle manner and is a kind person who sometimes warmly acknowledges Adventurers who have completed their missions. Recognizing the urgency of the Republic's current overemphasis on industrial technology, she began researching Magic. This endeavor has yielded results for the nation, including contributions to the development of new Magic.

A child harboring a grave secret

Gumbah

Gumbah

Main appearance scenes

Bastok M6-1

"A Talekeeper appears!?"

Bastok M7-2

"Where each one went"

Bastok M8-2

"The One Who Weaves Those Memories"

Bastok Q12 "Heir

to the Sword"

Main locations:

Bastok Mines, private homes

"Actually... about the Werei...

I'd like you to find out what's happened to him."

A boy who, unusually for the Galka clan with its strong tribal identity, dislikes constraints and loves freedom. Until Werei, a Galka elder and a close friend from a previous life, embarked on his Reincarnation journey, he lived with him. While he has a childlike innocence befitting his age, he also has a mysterious side, displaying a surprisingly broad knowledge and a mature way of thinking for a child. He has a close relationship with Cornelia, who often visits the Mining District.

The elder who sustained the hearts of the Garka

Werei

Werei

"Even if we lose our memories, we'll always be best friends."

Main appearance

scene: Bastok M7-2

"Whereabouts of Each"

Bastok M8-2

"The One Who Weaves Those

Memories" Bastok Q75

"Dark Sword"

The oldest among the Galka, who once taught the Iron Eater the art of swordsmanship. Since the Talekeeper vanished, he had been a source of comfort for the Galkas. However, upon realizing his own mortality, he embarked on a journey of Reincarnation without bidding farewell to his close friend Gumbah.

A lonely, uninhabited official residence

Alois

Alois Muller

"How dare the Musketeers how dare you talk back to me!"

Main appearance scenes

Bastok M2-2: "The

Bastok M9-1

"Final Fantasy"

Bastok Q68

"The Promise of That Day"

Main locations:

Bastok Metalworks, Office of the President

A bureaucrat who serves as the Minister of Industry in Bastok, and a typical corrupt politician. Some within the presidential office view him as a problem due to his conspicuous mixing of public and private affairs, such as issuing orders to Adventurers solely to satisfy his own gourmet tastes.

Gumbah's competitive and mischievous friend

Detzoh

Detzo

"I can tell... He's really down."

Main appearance

Bastok M8-2

"In the Forgotten Mine"

Bastok M8-2 "The One

Who Weaves Those Memories"

Bastok Q09

"Rival"

Main appearance

location: Bastok Mines, Ore Street

A cheeky Galka child who lives in the Mining District. He sees Gumbah as an arch-rival and challenges him to a contest over every little thing. Although his language is rough, he's also a friendly boy who cares about Gumbah when he's feeling down.

A curious Adventurer

Hani

Hani

"Wow, that was a big help! You're quite strong, aren't you?"

Main appearance scene:

Bastok M8-1 "The

Musketeers"

Bastok M7-2

"Where each one went"

Main appearance location:

Waughroon Shrine

An Adventurer based in Bastok. He is actively involved in various regions, including participating in surprise attacks led by the Mythril Musketeers. However, perhaps his combat skills aren't that great, as there's a scene where he gets captured by Quadav and his gang at Palborough Mines.

A person claiming to be the new Talekeeper

Povall

Povall

"Thou shalt not doubt the Talekeeper's memory Do not doubt it."

Main appearance

Talekeeper appears!?"

Main appearance

location: Ore Street, Bastok Mines

A mysterious boy who visited the Mining District with his servant, Gabbot. He claims that when he was reincarnated in the Altepa Desert, he heard the voice of the heavens and inherited 200 years of memories, becoming a Talekeeper. Many of the surrounding Galkas believe his story, but...?

Poval's companion

Gabbot

Gabbot

"The Talekeeper has descended upon us!"

Main appearance scene:

Talekeeper appears!?"

Main appearance

location: Ore Street, Bastok Mines

A person who met Poval at the entrance to the Koka cave and became his follower. He loudly proclaims that there is no longer any need to search for the previous Talekeeper, the Dark Knight Zaid, or the Elder Uerai, and orders Garka of the Mining District to extend a courteous welcome to Poval.

Background information on the story — Republic of Bastok Mission

The feud between Hume and Galka

Related: Bastok M1-1 "Report from Zeruhn Mines" (→P.77) and others

One of the issues in Bastok is the conflict between Hume and Galka. While both sides maintain a cooperative facade, in reality, their differing perspectives and values lead to a series of minor clashes. In today's world, where Hume's superior technological capabilities are valued more than Galka's resilience, the relative decline in Galka's social status and standard of living is also fueling the conflict between the two.

← Many Galkans are angry at the Hume, who look down on them and sometimes make discriminatory remarks.

Mythril Musketeers

Related: Bastok M3-1 "Four Musketeers" (→P.80) and more

This elite unit reports directly to the President and serves as the face of the Bastok Republic's military. They engage in a wide range of activities, including protecting the Office of the President, maintaining domestic security, subduing Beastmen, investigating foreign countries, and training Adventurers. The current captain is Forca, and previous captains include Raogrimm over 30 years ago and Klara during the Crystal War (→P.379).

■ The Musketeer Corps about 30 years ago

About 30 years ago, the unit was led by the Talekeeper Raogrimm and included the fighter Cornelia and the swordsman Ulrich. After Raogrimm and Cornelia disappeared during an expedition to the north, Ulrich took over as captain, but he too later died under mysterious circumstances. ■ The current Musketeer Corps

Currently, with Ulrich's nephew, Volker, as the captain, the unit includes the Dark Knight, Zaid; the Warrior, Iron Eater; the Samurai, Ayame; and Naji. However, since Zaid went missing after the defeat of the Shadow Lord, only the remaining four continue their activities as members of the Musketeer Corps.

← The Mythril Musketeers are renowned as a special operations unit within the Republic's military. Each member of the unit possesses exceptionally high combat capabilities.

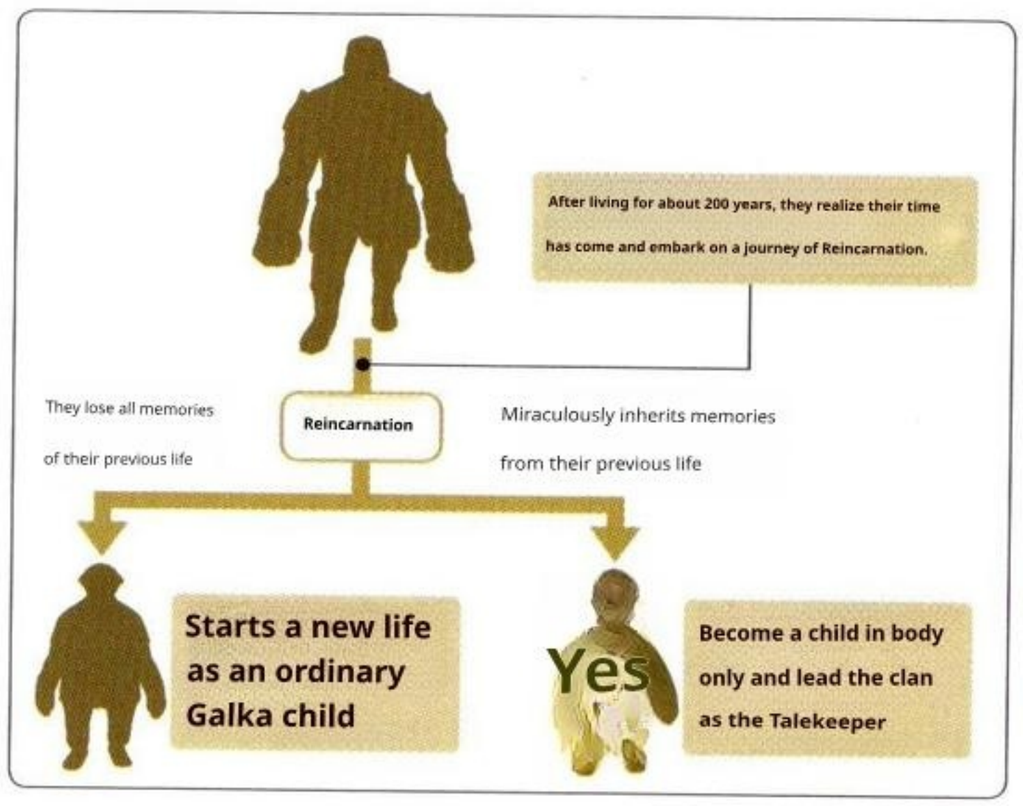
Reincarnation

Related: Bastok M8-1 "Chain of Shifting Sands" (→P.85) and more

The Galka, a long-lived race whose members can easily surpass 200 years of age, experience death quite differently from other races. Those who realize their own time of death travel alone to a distant place and return to the village as children who have lost all memory. This unique life cycle is known as "Reincarnation." Perhaps that's why many among the Galka come to hold a unique view of life and death. ■ Talekeeper

A Garka who appears once per generation and completes Reincarnation while retaining memories of a previous life is called a "Talekeeper." The Garka have always regarded the Talekeeper as a sacred leader, and by following their words, they have strengthened their unity. However, since the disappearance of Talekeeper Raogrimm about 30 years ago, there has been a prolonged absence of a Talekeeper, leaving the Galka people feeling uneasy.

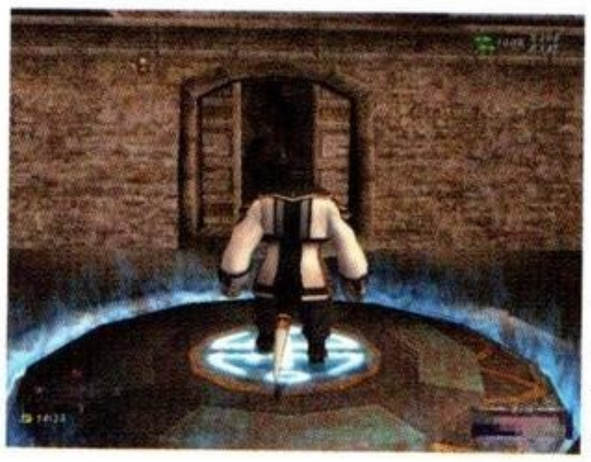
◆ The Course of Reincarnation



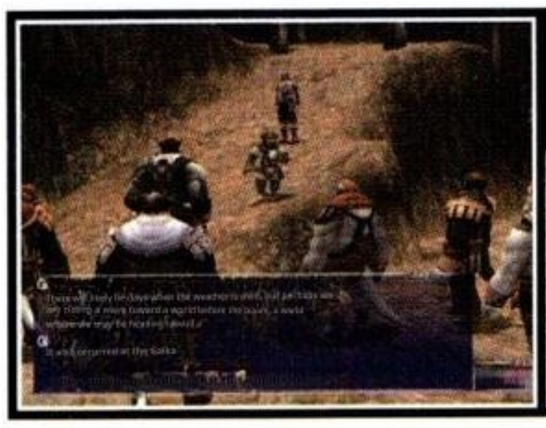
Galka's homeland

Related content: Bastok M8-1 "Chains of Quick Sand" (→P.85) and more

The Garka originally established their civilization on Zepwell Island, located in the southwest of the Quon Continent. However, about 600 years ago, they were defeated in a battle against the Beastmen of Antica, and now the island is home to the Antica people. Located in the heart of the Altepa Desert that spans the island, the Quicksand Caves were once the capital of Galka.



← Traces of the Galka civilization can be found in the Quicksand Caves, such as the switch near the door that responds to the weight of a single Galka.



Mission Flow ▶ Republic of Bastok Mission

The Republic of Bastok, where the conflict between Hume and Galka has become a serious issue. The story of this country portrays people who are concerned about the state of their nation and strive for racial harmony.

Bastok M1-1 "Report from the Zeruhn Mines" P.77
Bastok M1-2 "His name is Cid" P.78
Bastok M1-3 "Wading Beasts" P.78
Bastok M2-1 "The Crystal Line" P.79
Bastok M2-2 "Monster of the Dry Valley" P.79
Bastok M2-3 "Away from Bastok" P.80
Bastok M3-1 "Four Musketeers" P.80
Bastok M3-2 In the Forgotten Mine P.81
Bastok M3-3 To Jeuno P.81
Bastok M4-1 "Take the Magicite." P.82
Bastok M5-1 "Darkness Rising" Common to all three kingdoms P.82
Bastok M5-2 "Xarcabard, Land of Truths" P.83
Bastok M6-1 "Talekeeper appears!?" P.83
Bastok M6-2: The Pirate's Cove P.84
Bastok M7-1 "Image of the finished product" P.84
Bastok M7-2 "Where Each One Went" P.85
Bastok M8-1 "Chain of Quick Sand" P.85
Bastok M8-2 "The One Who Weaves Those Memories" P.86
Bastok M9-1 "The Final Illusion" P.86
Bastok M9-2 "A Double-Edged Encounter" P.87
EPILOGUE

The ripples caused by the disappearance of the ancient Werei

By fulfilling national duties, the Adventurer encounters key figures in Bastok, including Workshop Director Cid and members of the Mythril Musketeers. At the same time, domestic issues are revealed, including the distrust that the Garka people harbor toward Hume and their unease stemming from the disappearance of the elder Werei.

The growing unease among the Garka

While the Adventurer and the Mythril Musketeers strengthen their bond through the joint operation to subdue the Beastmen Quadav, the plea from the young boy Detto reveals that the turmoil among the Galkas has deepened further.

The turmoil that erupts in the Mining District

A boy claiming to be the Talekeeper appears among the Garka of the Mining District, who worship the Talekeeper, and the situation quickly escalates into a major commotion. At the same time, the story explores the emotions of the young people who are the future of the country.

The Talekeeper's true identity is revealed

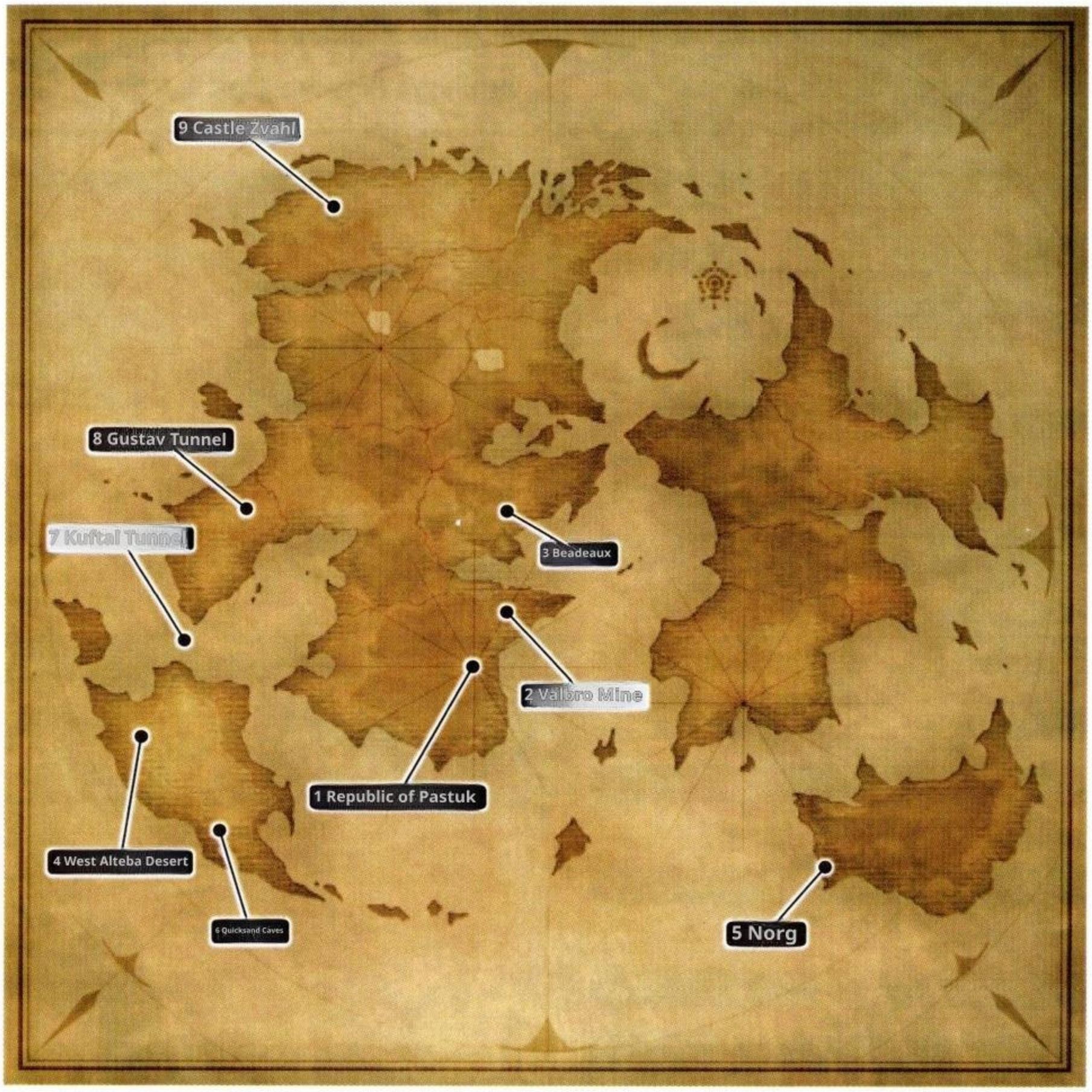
As the Adventurers pursue clues about the whereabouts of the ancient Werei, the true Talekeeper is revealed. Furthermore, the Dark Knight Zaid reveals that only by breaking free from the shackles of Talekeeper worship can the future truly open up for the Garka people living in Bastok.

Two swordsmen crossing blades

The people of Garka, having reached the height of their unrest, rise up against Hume. However, the true Talekeeper's call brings the turmoil to an end. Afterward, Zaid, believing that the captain of the Mythril Musketeers, Falker, is the one best suited to lead the people, attempts to convey his thoughts to him through their shared blades.

The story's setting

Republic of Bastok Mission



1 Republic of Bastok (capital: Bastok)

Related: Bastok M1-1, etc.

The capital of the Republic of Bastok. Located on the western edge of the city, the Metalworks is not only a symbol of the republic's industry but also the center of its administration. You'll encounter President Karst and the Mythril Musketeers who protect him on many Missions.

2 Palborough Mines

Related: Bastok M1-3, Bastok M7-2

A mine renowned for its Mithril mining. Bastok had seized it from the Beastmen of Quadav and used it, but now it is once again under Quadav's control. The Adventurer heads to this mine to deal with the Beastmen and search for a person named Hani.

3 Beadeaux

Related: Bastok M3-1

The Quadav tribe's stronghold, built in a vast swamp. The surrounding terrain is difficult to navigate, making it a natural stronghold that has long plagued the subjugation forces from various countries. Led by the Mythril Musketeers, an operation is launched to clear Kappakudaf and establish a defensive line.

4 Western Altepa Desert

Related: Bastok M6-1, Bastok M9-1

A vast desert region that stretches across the western part of Zepwell Island. To verify the Talekeeper's identity after their appearance in the Mining District, Adventurers visit this desert in search of Altepa's Moonstone. To the northeast lies the village of Rabao, which serves as a base for exploring the Gustav Tunnel.

5 Norg

Related: Bastok M6-2

A port of dark trade where the ships of pirates who plunder the Bastore Sea call in. It is said that Ayame of the Mythril Musketeers once trained as a Samurai here. Leader Gilgamesh warmly welcomes Adventurers who visit the port as part of diplomatic efforts.

6 Quicksand Caves

Related: Bastok M8-1

The former capital of Galka, which eventually became the stronghold of the Beastmen of Antica. Dark Knight Zayd summons Adventurers to this place, where desert sand flows in from all directions, and shares tales of the history of the battle between Garka and Antica, as well as stories about Reincarnation.

7 Kuftal Tunnel

Related: Bastok M8-2

A cave that connects the Western Altepa Desert to the Vollbow Peninsula. It is said that the Garka, driven from their homeland by Antica, passed through here in an attempt to escape to the Quon Continent. In this cave, the Adventurer finds a piece of wood left by the ancient Werei during his Reincarnation journey.

8 Gustav Tunnel

Related: Bastok M9-1

A tunnel dug by Hume's rogue Gustaf to open up a promising Mithril vein. The miraculous salt found within the cave is said to possess anti-aging properties, and Minister Alois orders an Adventurer to procure it.

9 Castle Zvahl

Related: Bastok M9-2

The stronghold of the Shadow Lord, who led the Beastmen forces and initiated The Crystal War over 20 years ago. It's where the connection between the Mythril Musketeers' leader, Falker, and the Dark Knight, Zaid, began, and it's also where they will settle their feelings for each other.

The Republic of Bastok

Mission Story Playback:

Republic of Bastok Mission

Bastok, an industrial nation, was founded about 400 years ago through the cooperation of Hume and Galka. However, as time went on and a growing respect for Hume's technological prowess took hold, the social gap between the two races became starkly evident. The Adventurer will dedicate their efforts to bridging the deep, invisible divide between Hume and Galka, paving the way for a new future for the Republic.

Pick up! The relationship between Hume and Galka

On the surface, Bastokan Hume and Galka maintain a coexistence, but beneath the surface, social disparities and other factors fuel underlying tensions. The government is concerned about this situation and is taking steps to address it on a daily basis. However, the distrust among the Garka toward Hume continues to grow, and in "Bastok M8-2: The One Who Weaves Those Memories" (→P.86), it even escalates into an uprising.

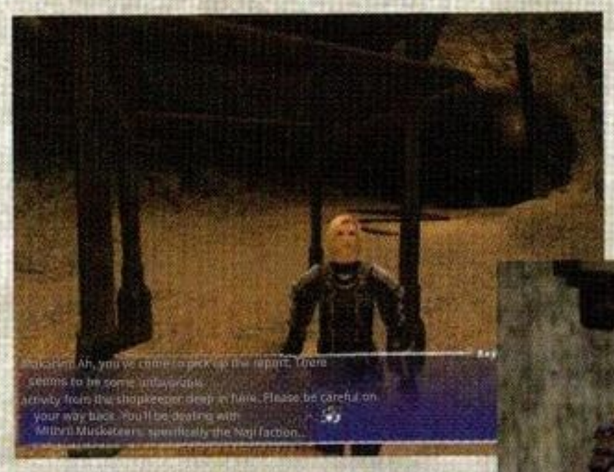
↑ Many of the Galka living in Bastok harbor resentment toward Hume.

Bastok M1-1 "Report from the Zeruhn Mines"

Related: Bastok M6-1 "A Talekeeper appears!?" (→P.83)

Bastok, shaken by ethnic issues

The first Mission given to the Adventurer, who belongs to the Republic of Bastok, is to collect a report from the Inspector at Zeruhn Mines, which has an entrance in a corner of the Mining District. When the Adventurer successfully obtained the report and handed it to Naji of the Mithril Musketeers, Presidential Advisor Lucius appeared. After reviewing the report, Lucius expressed deep concern about the current situation, where the Garka and others are turning against Hume and eagerly awaiting the return of the Talekeeper. ← Makarim, an inspector working deep within the Zeruhn Mines, instructs the Adventurer to hand the report over to Naji.



→ Naji, the No. 5 of the Mythril Musketeers. His main duties involve miscellaneous tasks like guarding the Office of the President and dealing with Adventurers.

"Please continue to gather the reports for me."

← Lucius, a Bastokan patriot, looks after the president and independently tackles national issues.

■ Key Item: Mine Labor Report

Report from the Tzuelun Mine: "There has been a significant decline in the work motivation of the Garka, who make up the majority of the workforce. There is also a strong sense of defiance toward Superintendent Hume. There seems to be widespread anticipation that the Talekeeper, who disappeared 30 years ago, will reappear." —

Makarim, Supervisor of Zeruhn Mines

A report summarizing the conditions of the Galkas working at Zeruhn Mines. It is evident that the absence of the Talekeeper, who serves as the backbone of the clan, is causing the Galkas to become mentally unstable.

Pick up! Musketeer Captain Volker

Since the previous captain resigned following the incident where the Beastmen Quadav recaptured Palborough Mines, Faulkner has served as the captain of the Mythril Musketeers for nearly 14 years. One of his most notable achievements was defeating the Shadow Lord in The Crystal War. A formidable Warrior, he often travels from place to place on the President's orders, rarely appearing within Bastok.

Pick up! People visiting the Gatehouse 1

The person who visits the Gatehouse depends on where the Adventurer delivered the doll parts. Specifically, as detailed below, each person discusses issues and history related to Bastok.

■ Conversation in the Mining District

Iron Eater asks the Guard to check if the loss of Elder U Erai has unsettled the Garka and orders further investigation into the Mining District.

■ Conversation in the Commercial District & Metalworks

Lucius tells Naji that Palborough Mines was originally a sacred site of Quadav, which Bastok took away, and he shares the legend surrounding the Quadav dolls.

■ Conversation at the port

Cid warns the Guard that the unrest among the Galka in the Mining District could also affect the port, and then adds that Norg has become more active.

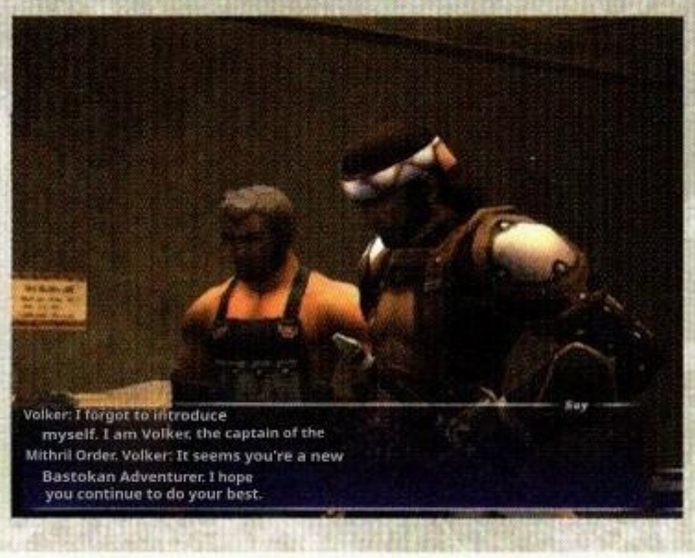
Bastok M1-2 "His Name is Cid"

Related: Bastok M2-1 "The Crystal Line" (see right page)

Two brave heroes representing the Republic

Cid, the head of the workshop, has contributed to the development of Bastok through numerous research and development projects. The Adventurer is asked by him to investigate the atmospheric composition in Dangruf Wadi to the west. After completing the mission, as the Adventurer was reporting the investigation results to Cid, Falker, the captain of the Mythril Musketeers who had been dispatched to another country, appeared. He briefly greets Cid and then leaves to meet with the president.

← Cid, a researcher by nature but with a friendly personality. It's said that there's no one in the country who doesn't know his name.



He returned to Bastok and... Volker, who had visited Dodo to say hello, was also an Adventurer

He offers words of encouragement.

Bastok M1-3 Wading Beasts

Related: Bastok M3-2 "In the Forgotten Mine" (→P.81)

Those who visited the mining district for an inspection

The Adventurer, tasked with slaying the Beastmen Quadav occupying Palborough Mines, returns with parts of a Quadav doll as proof of the defeat. At that time, it was Iron Eater, a Mithril Musketeer, who visited the Gatehouse in the Mining District. He asks the guard if the Garka in the mining district are unsettled by the disappearance of the elder Werei, who had been a source of emotional support for them.

↓ An Adventurer who defeats Quadav and its minions in Palborough Mines, located north of the capital Bastok, and collects Quadav figurine parts.

↑ To the guard, who only gives perfunctory responses and doesn't fully grasp the current situation in the mining district, Iron Eater raises his voice.

■ Conversation: Meeting with Volker

Volker: I'm late introducing myself. I'm Volker. I'm the captain of the Mythril Musketeers. It seems you're a new Bastokan Adventurer. I hope you continue to do your best. Cid: Even though it was only your second time, you did a great job. I'll contact the Gatehouse myself. Folker: Alright then, Workshop Head. I'll see you later. I have to go listen to the president's nagging. Cid: Don't say that. Just support him. He's not a bad guy.

■ Item: A doll owned by the Quadav and their allies

Quadav Charm: A Quadav charm made of brass, used for magical purposes. The torso part of it.

The dolls owned by the Quadav of Palborough Mines consist of four parts: the aforementioned torso, plus a head, arms, and legs. According to Lucius, this doll symbolizes the faith of the Quadav and represents their ancestral hero.

Pick up! The Mystery of the Crystal Line

Cid focuses his daily research on The Crystal Line, which extends from the "rocks" across Vana'diel. However, Bastuk Mission knows nothing beyond the fact that "The Crystal Line is a line that triggers powerful Crystal reactions." The origins of The Crystal Line and its purpose are revealed through the stories of "Rise of the Zilart" (→P.126) and "Chains of Promathia" (→P.142).

↑ The "rocks" in various locations also serve as destinations when using the White Magic "Telepo○○."

Pick up! Corruption among Bastok's upper echelons

The corruption among politicians and officials in Bastok is steadily worsening with each passing day. Alois, the Minister of Industry, which is the largest ministry, is also a typical corrupt politician who engages in bribery. In addition to him, the Metalworks administrator also accepts bribes from merchants, as depicted in Bastok Q55, "Seven Subtle Tricks" (→p. 267).

Bastok M2-1 "The Crystal Line"

Related: Zilart M04 "Temple of Uggalepih" (→P.135)

Venturing to investigate the "Rock"

The Crag of Dem, a colossal structure in the Konschtat Highlands. Cid, who is researching the Crystal Line—a crystal reaction that stretches from there toward Jeuno—asks an Adventurer to obtain a discolored Crystal from the Crag of Dem. After the Adventurer returned, Cid compiled a report and asked the Adventurer to hand it over to the Mythril Musketeers. Upon receiving the report, Ayame of the Musketeer Corps anticipated further investigation into The Crystal Line.

← When an Adventurer holds a Crystal near the Crag of Dem, it transforms into a Translucent Crystal.

→ Ayame, the sole female member of the Mythril Musketeers, thanks the Adventurer after reviewing the report.

Bastok M2-2 "Monster of the Dry Valley"

Related: Bastok M9-1 "The Final Illusion" (→P.86)

The orders of an arrogant politician

At the request of Minister of Industry Alois, the Adventurer defeats the Lizard without being given a specific reason and brings the Lizard's eggs back to the home country. Then, Iron Eater appeared and pointed out that this Mission was simply to satisfy the Minister's appetite. Enraged, Alois, revealing his prejudice against Garka, kicks Iron Eater out of the room.

← Overjoyed at getting lizard eggs, Alois lets slip that they're his favorite.

↑ Iron Eater, who has come to visit Alois, is troubled by the minister's behavior that blurs the line between his public and private life.

■ Conversation: Ayame receiving the report

Ayame: A report for the captain... about investigating The Crystal Line, I see. I wonder if it's time for our unit to get involved as well? (To the Adventurer) Ah, thank you very much. I'm sorry for making you come all this way. The factory manager is also busy, so... Also, I'd like to ask you something: Why did you come to me? There were other Miss Lile Musketeers, weren't there? Naji and others are at the entrance, too. (The Adventurer replies, "Because Ayame seemed trustworthy.")

Ayame: Oh, thank you. I guess that means I've gained some dignity too. ...Well, at least more than Naji. You have a good eye for people. Keep up the good work from now on, too.

Conversation: Iron Eater's frank words

Iron Eater: Minister, I still haven't received the order regarding that matter .....

Alois: What the hell, Iron Eater! From now on, I have an important .....

Iron Eater: Lizard eggs again...?

Alois: W-what are you talking about!? Get out of here now! Just looking at your face makes good food taste bad... Iron Eater: ...Okay, got it. Please hand the orders over to a member of the Musketeer Corps.

Pick up! The President's Personality

In this Mission, the Adventurer will meet President Karst for the first time. His tone is very stern and gives off a cold impression, so his reputation at home isn't very good. However, Karst simply struggles to express his emotions. As the Bastuk Mission unfolds, it becomes clear that he actually has a warm heart and is a good person dedicated to improving the country.

Pick up! A girl rushes to the Mining District

While visiting the Office of the President, the Adventurer passes by a girl heading toward the Mining District. She is the only daughter of President Karst, and her name is Cornelia. She slips out of the Office of the President every day, working tirelessly to mediate between the opposing factions of Hume and Galka. You can see what she's been up to in Bastok Q07 "Garka and the Girl" (→P.253) and Bastok Q08 "Walls in the Heart" (→P.253), but it seems her eagerness to solve problems is getting ahead of her, leaving people confused.

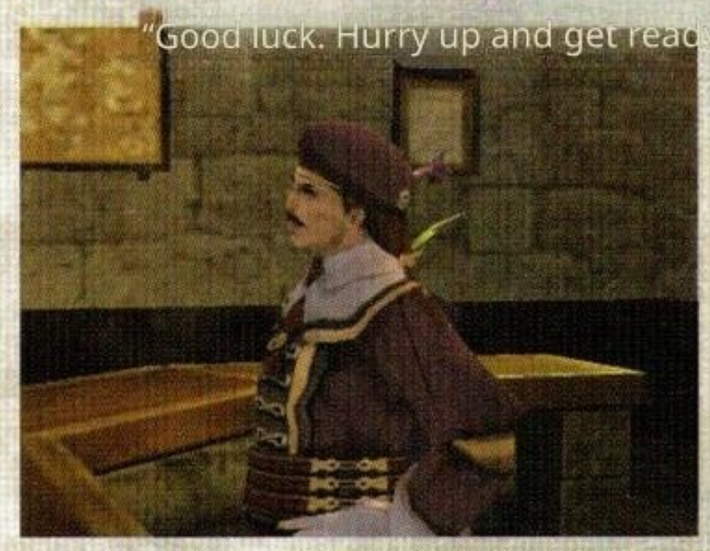
↑ Even Iron Eater is at a loss with Cornelia's unrestrained behavior.

Bastok M2-3 "Leaving Bastok"

Related: Three Kingdoms Common M2-3 "Leaving Bastok" (→P.122)

By the President's command, they travel to other countries

Having completed multiple missions and earned the nation's trust, the Adventurer, guided by Naji, was to meet directly with President Karst. Karst instructs the Adventurer to travel to the Kingdom of San d'Oria and the Federation of Windurst, contributing to each nation and conducting an investigation into their inner workings. Upon successfully completing their missions and reporting on the situations in each country, as well as the covert activities of the Kindred, the Adventurers were recognized as full-fledged Adventurers.



↓ Kalst, who orders the Adventurer to go on an expedition. The purpose is to investigate the inner workings of San d'Oria and Windurst, as well as to train Adventurers.

→ After hearing the Adventurer's report and sensing a great power lurking behind the Beastmen, Lucius expresses concern.

Conversation: Officials receiving reports from Adventurers

Karst: So, there's an organization or an individual leading the Beastmen... is that correct? Lucius, work with Volker to review this report and consider countermeasures. Make sure you remain vigilant against Quadav. There's no more time. Your explanation isn't clear enough. Lucius, listen to the report.
(Leaving) Lucius: Could you tell me a bit more about the situation with the Beastmen? (Listening to the Adventurer) I see ..... I can clearly sense some kind of significant power behind this, but... You did a great job. I might ask you to take on a big Mission again later. I'll be counting on you then. I think the President is also expecting it, even though he looks like that.

Bastok M3-1 "Four Musketeers"

Related: Bastok M3-3 "To Jeuno" (see right page)

At Quadav's stronghold

An Adventurer who reports to the Office of the President after receiving orders to launch a surprise attack on Beadeaux, the headquarters of Quadav, alongside the Mythril Musketeers. After a strategy meeting that included four Mithril Musketeers, the Adventurers entered Beadeaux under the command of Ayame and Naji and began mopping up the Quadav soldiers who formed the enemy's defensive line. After the operation was over, Dalzakk, who had participated in the operation, casually mentioned something that was on his mind. He wonders if this operation was carried out to train and select Adventurers for a major mission ahead—

← Four Mithril Musketeers gather, with the exception of No. 2, Zaid. Ayame is the mastermind behind this operation.

→ Excited about his first real combat mission in a long time, Naji gets caught up in the battle and ends up late for the rendezvous.

Conversation: After finishing the subjugation of the Beastmen

Ayame: Alright, it looks like we've achieved enough! Now we just have to wait for Naji to return... Really! What is that guy doing?!
Naji: Sorry for the wait! Hey, listen to my tales of valor!
Ayame: You're late! You almost missed the time to retreat! You always keep me on my toes!
Naji: It's been a while since I've been in actual combat, so I've been getting better and better... Ayame: That concludes the operation! With this, this raiding party is disbanded. I'll handle the report. Thank you for your hard work. Naji: Hey, hey, don't get mad, okay?

Pick up! Visitors to the Gatehouse 2

Bastok M1-3 "Wading Beasts" (→P. 78), in this Mission too, the character that appears changes as shown on the right, depending on where you deliver the requested Item. Apart from the conversation in the Mining District described below, the one in Metalworks is particularly interesting. Upon listening to this conversation, it becomes clear that Cid proposed this Mission, and that Glocolite wanted it for his research.

■ Conversation in the Mining District

After Iron Eater asks Guard about the situation in the Mining District, and believing Guard's report, Dettsuo expresses concern about his family having no one to rely on.

■ Conversation in the Commercial District

Volker asks the Guard if the unrest in the Mining District is also affecting the Commercial District. Ask the Adventurer if they encountered Zaid at the Gusgen Mines.

■ Conversation at the port

Ayame instructs the Guards to keep an eye on Tenshodo and Norg, and to ensure the port's safety. After that, the Guards discuss Ayame's family who live in the harbor.

■ Conversation at Metalworks

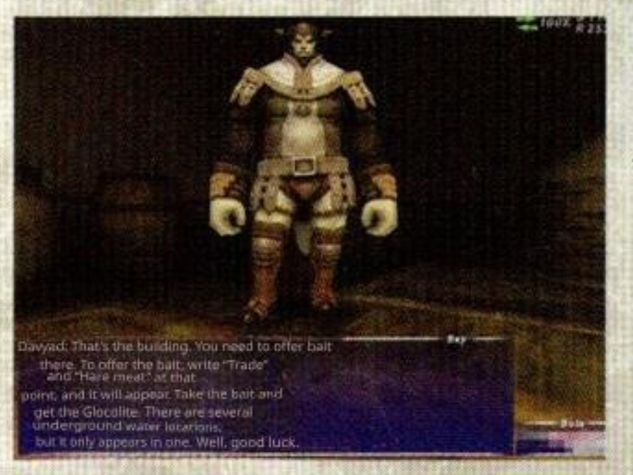
Cid reveals that he was the one who wanted Glocolite. Furthermore, Lucius borrows Glocolite from Cid to use in his research on Magic.

Bastok M3-2: "In the Forgotten Mine"

Related: Bastok M8-2 "The One Who Weaves Those Memories" (→P.86)

In Search of the Gemstone Guarded by a Monster

In the Gusgen Mines, where the Mithril ore has been depleted and the mine has been abandoned, there is said to be a monster possessing a rare mineral called Glocolite. After the Adventurer lures the monster with hare meat and obtains Glocolite, he returns to his home country. However, the Iron Eater reappears at the Gatehouse in the Mining District. When he inquired about the situation in the mining district, the guard replied that nothing serious had happened. However, Galka's child, Detzo, strongly emphasized that Galka and the others were feeling anxious. ◆ The Adventurer obtains information about Glocolite from Davyad, a Galka who lives in the Mining District.



"I underestimated you! Iron Eater!"

→ Detzo takes out his anger on Iron Eater, who took the guard's report seriously.

Bastok M3-3 "To Jeuno"

Related: Common to all three countries, M3-3 "To Jeuno" (→P.123)

In a city-state that bridges the eastern and western continents

The Adventurer, dispatched to the commercial city of Jeuno as an embassy staff member, visits the Aide's Residence near the Office of the President to learn more details. There, the Adventurer received a letter of introduction to Jeuno and arrived at the embassy, only to learn that the ambassador had not returned from Delkfutt's Tower. The Adventurer rushed to the tower, rescued the ambassador who was being held captive underground, and was then officially appointed as a member of the Jeuno Embassy.

Lucius explains that after discussions with Kallst and Volker, the Adventurer was chosen as the envoy to Jeuno.

→ The Adventurer heads to Delkfutt's Tower on Qufim Island and rescues Ambassador Altair.

Conversation: Detzo blames the Iron Eater

Detzo: Do you really believe what Hume is saying?! You're the only one I can count on anymore! Do you get it?! There's no Talekeeper, no Dark Knight... and Werei, who used to be the one keeping things together, is gone too... Besides, Gumbah seems to be acting just as usual, but I can tell... He's really down. Iron Eater: I see ..... You and Gumbah might not know this, but Gumbah and Werei were actually close friends in a previous life. Gumbah was the first to embark on his Reincarnation journey. However, even though he lost his memories after reincarnating, something guided him back to this town. And so, Werei and Gumbah once again began their peculiar life together... It must have been quite a shock, indeed...

Conversation: Departure to Jeuno

Lucius: It's you. Thank you for coming. You may have already heard, but we need personnel who can handle important missions at the Jeunoan embassy. After consulting with the President and Captain Volker, we've determined that you, given your successful completion of numerous previous Missions, are the right person for the job. Please take the letter of introduction and head to the embassy in Jeuno. Hans, the letter of introduction, please.

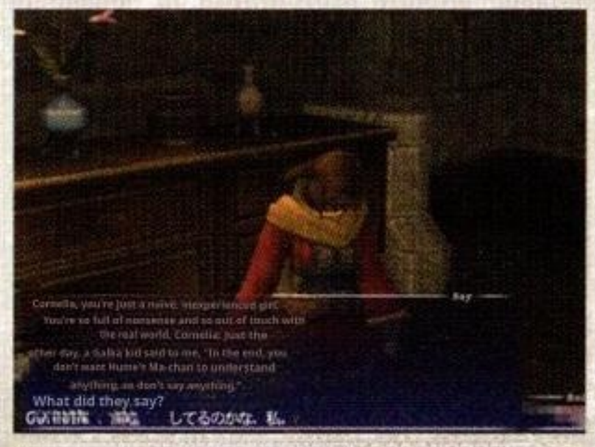
Hans: Yes, sir. Here you go. (Adventurer receiving the letter of introduction) Lucius: I appreciate it. I believe you can do it.

Pick up! The Sins of Uncle Volker

When Adventurers come into contact with Magicite in various locations, they experience a range of visions. Among them, the story revealed by Beadeaux's Magicite, "Mino Stone," is particularly closely tied to the Bastuuk Mission. There, one can discern how Ulrich, Folker's uncle, who was part of the Northern Expedition over 30 years prior, betrayed his fellow expedition member, Raogrimm. However, Folker remains unaware of this fact and grapples with his uncle's crime in Bastok M9-2 "Encounter of the Double-Edged Swords" (→P.87).

Pick up! The origin of Cornelia's name

During this time, Cornelia shares some intriguing stories. The story goes that her name was chosen with the hope that she would become a kind person, much like Cornelia, a Mithril Musketeer who died about 30 years ago. It can be said that she works tirelessly each day to bring about harmony between Hume and Galka because she carries on the compassionate spirit of the Musketeer Cornelia.



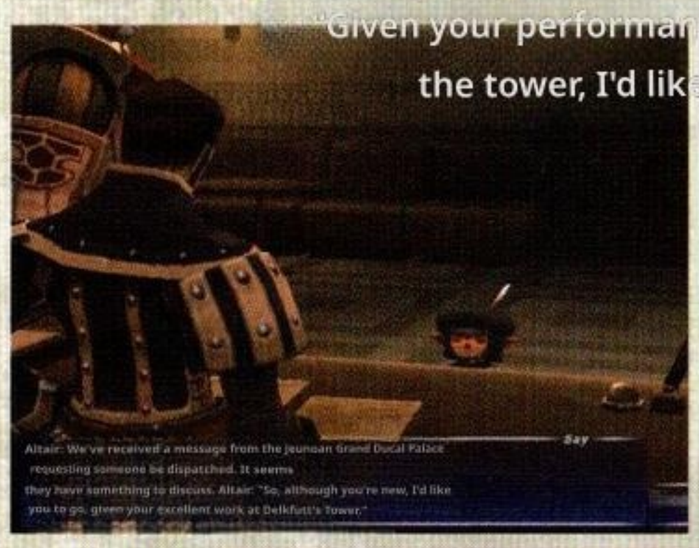
↑ Even though she knows she's going around in circles, Cornelia sticks to her convictions.

Bastok M4-1: Take the Magicite.

Related: Three Kingdoms Common M4-1 "Seize the Magicite" (→P.124)

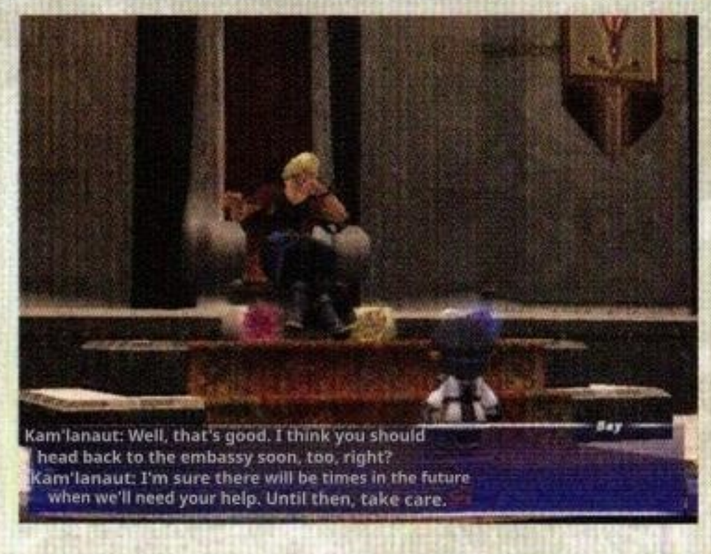
Order from Grand Duke Jeuno

Recognizing the Adventurer's capabilities after the incident at Delkfutt's Tower, Ambassador Altair appoints the Adventurer to the delegation dispatched to the Jeuno residence. Following the orders of Grand Duke Kam'lanaut of Jeuno, the Adventurer, who had collected Magicite from various Beastmen bases, encountered a vision of the Shadow Lord. While reporting the outcome to the Grand Duke, a breaking news report arrives: the leaders of various countries, including their home country Bastok, have been attacked.



↓ Altair, a new member of the Embassy staff but an Adventurer with remarkable achievements, is ordered to report to the Jeuno residence.

He entrusts this important task.



↑ An adventurer who learns of a major event in their homeland

The individual received a letter with urgent news at the Jeuno Embassy and took the bus.

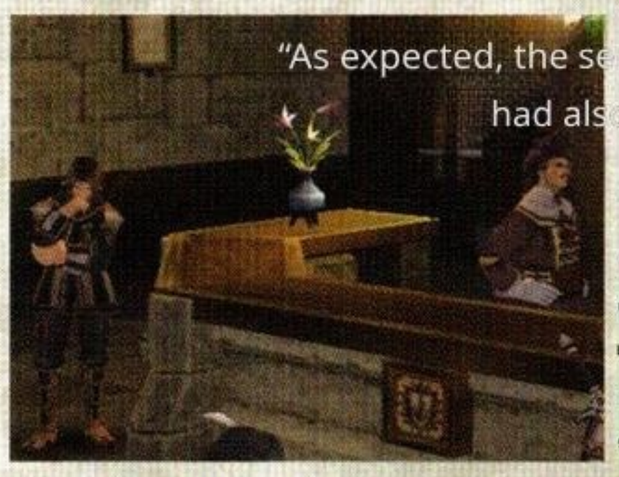
He heads for Took.

Bastok M5-1 "Darkness Rising"

Related: Three Nations Common M5-1 "Darkness Rising" (→P.124)

The Broken Seal

Upon returning to Bastok, Kalst was safe, but the talisman that sealed the Shadow Lord had been stolen. Instead of the Mythril Musketeers, who require congressional approval to act freely, the Adventurer heads to the northern ruins of Fei'Yin to check the condition of the final talisman. However, the talisman had already been broken. Upon receiving the Adventurer's report, Karst expresses his displeasure with San d'Oria, which was supposed to protect Fei'Yin's talisman, but instructs the Adventurer to await further orders.



← With the seal's talisman rendered ineffective, the Shadow Lord's resurrection draws near, and a heavy atmosphere envelops the group.

→ After hearing the Adventurer's story, Volker reveals that it was actually Zaid who defeated the Shadow Lord.

■ Key Item: Urgent message to Jeuno

"Rebels have breached the Office of the President in Bastok. It appears the rebels attacked the President. He was urgently sent back to his country."

A letter from Bastok to the Jeuno Embassy. The content of the letters varies depending on the country they come from (→ pp. 60, 106). In the case of Bastok, they typically convey a crisis involving the leader, but do not clearly state their safety.

■ Conversation: Volker talks about Zaid

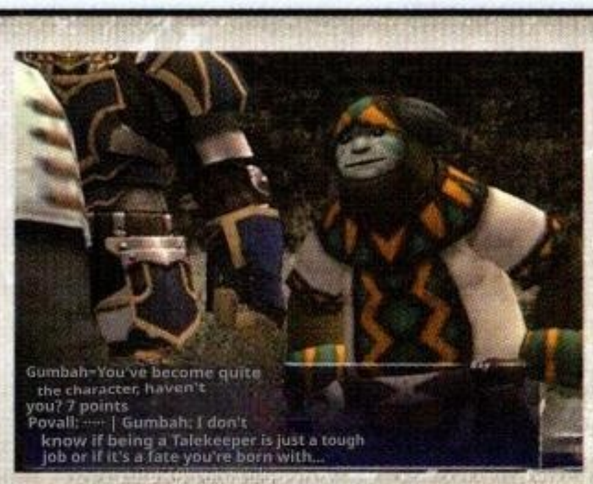
Volker: You said you met a Garka dressed all in black in Fei'Yin, right? There's no doubt... it's Zaid. He vanished 20 years ago, but was he still searching for the Kindred? He's Mithril Musketeer No. 2, Walkraud. He disliked being called by the name Hume gave him and went by his real name, Zaid, but... He was also the one who defeated the Shadow Lord. That's why he should have been the current captain... Why on earth did he need to disappear... Whether it's about my uncle 30 years ago or about Zaid, what happened in that place... I'm sorry. It's not good to overthink things. After all, I'm just a simple musketeer. I only work for my country.

Pick up! Why Karst was recommended

When the Adventurer who defeated the Shadow Lord returns to Bastok, Cid explains why he recommended Karst for president. The reason was that when a cave-in accident occurred at Palborough Mines, Karst abandoned the site and proposed redeveloping Zeruhn Mines, demonstrating his strong political acumen. There are other accomplishments of Karst depicted in the Bastok missions, as Cid recounts in Bastok M7-1 "The Image of the Finished Product" (→ P.84).

Pick up! The Fate of the Talekeeper

Gumbah took action to resolve the Talekeeper incident because Povall's servant Gabbot said, "Now that the Talekeeper has appeared, there's no longer any need to search for the Elder Werei." When strangers spoke ill of his close friend Werei, Gumbah told a story about how Talekeepers invariably die young, which silenced Povall and brought the commotion to a close.



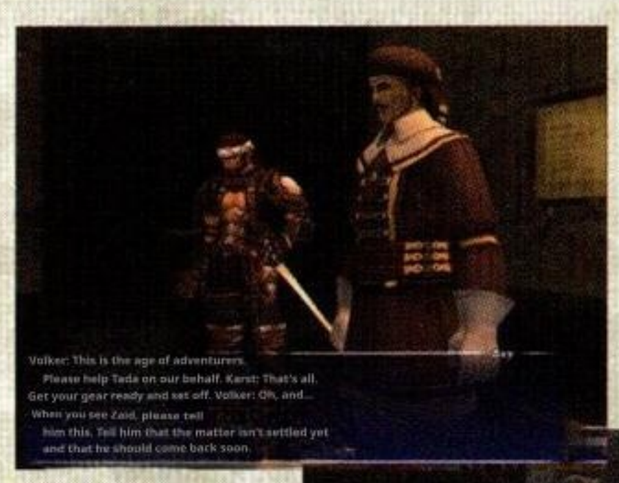
↑ Gumbah's quick wit suggests that he's not just any child, though?

Bastok M5-2 "Xarcabard, Land of Truths"

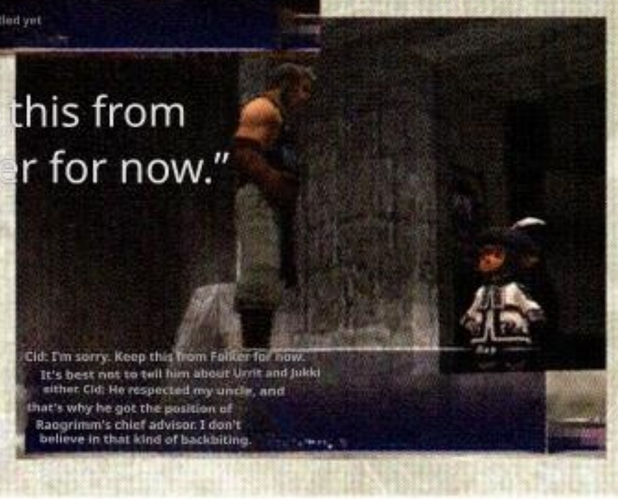
Related: Three Kingdoms Common M5-2 "Xarcabard, Land of Truths" (→P.125)

Preventing the Shadow Lord's Resurgence

To prevent the Shadow Lord's resurrection, Karst decides to dispatch an Adventurer to Castle Zvahl, the stronghold of the Kindred. After receiving an explanation about Castle Zvahl from Falker, the Adventurer sets off for Valdeaunia, where the castle stands. When the Adventurer stepped into the Throne Room, the Shadow Lord finally rose again, transforming his immense hatred for humanity into power. The Adventurer prevails in a fierce battle and triumphantly defeats the Shadow Lord. After hearing the story from the Adventurer upon his return, Cid asks him to keep the truth he witnessed there from Volker.



← Without the Council's approval, Karst cannot deploy the Mythril Musketeers and entrusts everything to the Adventurer.



→ Cid decides to hide the truth from Falker, believing that he would be distressed if he learned about the events at Castle Zvahl.

Conversation: Learning the true identity of the Shadow Lord

Cid: I see. So, the true identity of the Shadow Lord is... Zaid might have had a vague inkling. That's why I'm leaving the unit... I'm sorry. Please keep this from Folker for now. It would be cruel to tell him about Captain Ulrich as well. He respected my uncle. That's why he was troubled by the whispers that he had become captain after Raogrimm's death... I don't think it's ever a good idea to hide things like this, but sometimes we weak humans need the remedy of time.

Bastok M6-1: The Talekeeper Appears!?

Related: Bastok M8-1 "The Chain of Quick Sand" (→P.85)

Is the Talekeeper genuine or a fraud?

Upon hearing that the Talekeeper had appeared in the Mining District, the Adventurer decided to gather information on the scene. It seems that a boy named Poval, accompanied by his servant Gabbot, is claiming to have been granted 200 years of memories. The Adventurer, tasked with verifying the authenticity of the Altepa moonstone he held as proof of his identity, returned with the genuine stone, proving that Poval's stone was a fake. Furthermore, the lies of Poval and his companions were exposed through the skillful storytelling of Gumbah, a boy who lived with the ancient Werei.

"The Talekeeper has descended!"

↓ Gabbot, Povall's servant, claims to have met Povall in the Korroloka Tunnel and to have heard from him about memories spanning 200 years.

→ The two planned to impersonate the Talekeeper and suck out the sweet juice, but Gumbah's quick thinking foiled their scheme.

Conversation: Gumbah teasing Povall

Gumbah: I heard from Werei that Talekeepers, in their reincarnated lives with memories, without exception... They pass away at a young age, don't they? Poval: .....!!

Gumbah: I don't know if being a Talekeeper is just a tough job or if it's a fate you're born with, but... If that's the case, then the previous Raogrimm was the same, right? He joined the northern expedition and went missing... It must be really tough to face such a fate!! I really couldn't do that...

Pick up! Naji and Ayame's thoughts

Naji, a Musketeer who trained alongside Ayame, knew that she had been experiencing some inner turmoil lately. He thought that if Ayame went to Norg on this mission, she might quit being a Musketeer to focus on her training. So, he tried to prevent her from getting close to Norg by having the Adventurer rush the mission. Meanwhile, Ayame, though appreciating Naji's concern, deliberately heads to Norg to reaffirm her convictions.

Pick up! Ryoma's true identity

As Ayame leaves Norg, Gilgamesh tells her, "Go see Ryoma." This Ryoma is the uncle of Ayame and her younger sister, Kaede, and he appears in ■ Bastok Q80 "Ayame and Kaede" (→P.412) and other places. Ryoma treats Ayame and Kaede with affection, but he doesn't have particularly warm feelings for their father, Ensetsu.

Pick up! The achievements of the young Karst

Once, when a massive fire broke out in Bastok, a plan was adopted to collect donations from the people for reconstruction, but the situation showed no improvement. Instead, Karst's proposal was chosen: merchants would invest in return for priority rights to trade in the fire-affected area. Cornelia, who had been at odds with her father, began to confront him head-on after hearing this story.

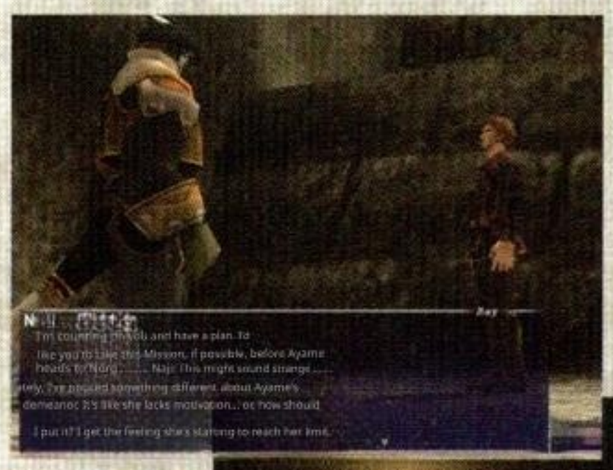
Bastok M6-2: The Pirate's Cove

Related: Bastok Q80 "Ayame and Kaede" (→P.412)

The intertwining emotions of two musketeers

The Adventurer was ordered to travel with Ayame to Norg, the pirates' stronghold, as part of a diplomatic mission. Just before the Adventurer leaves, Naji stops them and asks that they complete their mission before Ayame arrives in Norg.

Just as the Adventurer had met with the leader Gilgamesh in Norg and completed his request, Ayame arrived on the scene. Ayame is invited to join the group by the leader who once looked after her, but she says she would rather serve the people as a Misril Musketeer than wield a sword as a Samurai.



← Naji worries that Ayame might quit the Musketeer Corps if she goes to Norg.

↑ Ayame, who once trained as a Samurai in Norg, conveys her genuine convictions to Gilgamesh.

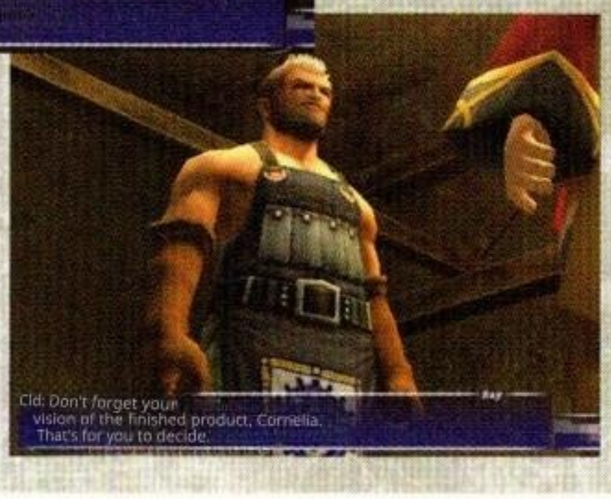
Bastok M7-1: Image of the finished product

Related: Bastok M7-2 "Whereabouts" (see right page)

Cornelia loses her way

The Adventurer, tasked by Cid to investigate the White Ruins' entrance, Ro'Maeve, discovered the materials they sought. As the Adventurer, now back home, and Cid are talking, Cornelia arrives, fresh from an argument with Gumbah. Cornelia is disheartened after Gumbah rejects her plan to reconcile Hume and Garka on her own, without leveraging her position as the president's daughter. Cid tells her about the reconstruction project for the fire-affected area that Kalst succeeded in, and asks if she hasn't lost sight of the goal she truly wants to achieve by being too focused on the rightness of the means.

← Gumbah, who was refused by Cornelia when he suggested using her position to search for Werei, got into an argument with her.



→ Cid tells Cornelia not to lose sight of the original goal: the "vision of the finished product."

Conversation: Inherited Convictions

Gilgamesh: If you were in such a boring country, wouldn't your skills naturally get rusty? You're always welcome here. I can provide you with plenty of opportunities to wield your sword. Why don't you seriously consider it, Aya?
Ayame: I appreciate your kind words, but I take pride in this work. That's because... this job is by no means a shortcut to mastering the art. Sometimes, due to my own inexperience, I even make mistakes. But... that's precisely why I feel a strong desire to discipline myself and master the path with my own hands. A sword exists so that it is not drawn. A gun exists not to be fired. That is the belief I inherited from my father and mother.

Conversation: Cornelia and Gumbah's argument

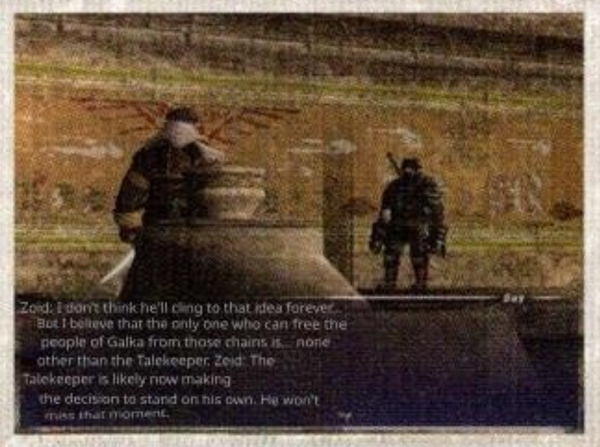
Cornelia: I want to do whatever I can to help... Gumbah: That's just self-indulgence. Whether you want it or not, that's the position you're in, sister. Your own power is just a fantasy. Not using the power you've been given is just... running away...
Cornelia: What?! If you have something to say, just say it!
Gumbah: Sorry... I went too far. It's not my place to say that, is it? Forget what I just said... I'll try to figure it out on my own.

Pick up! Werei's intention in writing the letter

In the scene where Werei's letter is read, it is revealed that Gumbah is the Talekeeper. Werei didn't reveal this to the people of Galka because he knew that the Talekeeper Gumbah himself was struggling with uncertainty. On the other hand, Werei also understood Gumbah's uncertainty about whether there were things that only a Talekeeper could do. Werei wrote a letter from his travels to encourage his close friend to make that decision.

Pick up! Zaid worries about Galka's future

Since ancient times, Garka has been led by Talekeepers who possess memories of past lives, and the people have followed their decisions. However, this custom not only places a tremendous burden on the Talekeeper alone, but also carries the risk of robbing the clan of its own judgment. Realizing this, Zeid thought that now, with key figures like Talekeeper Raogrimm and Elder Werei gone, the people of Galka could become independent and take a new step forward as a nation.



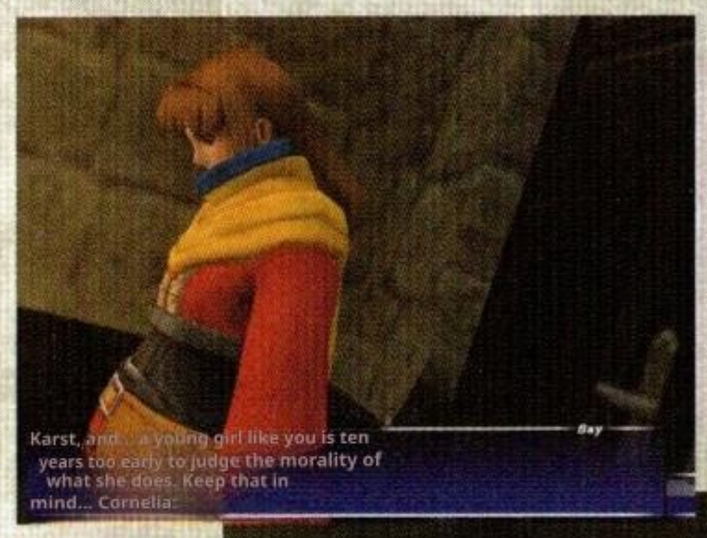
↑ Zeid seems convinced that the Talekeeper, who holds the key to the clan's independence, will emerge.

Bastok M7-2 "Where Each One Went"

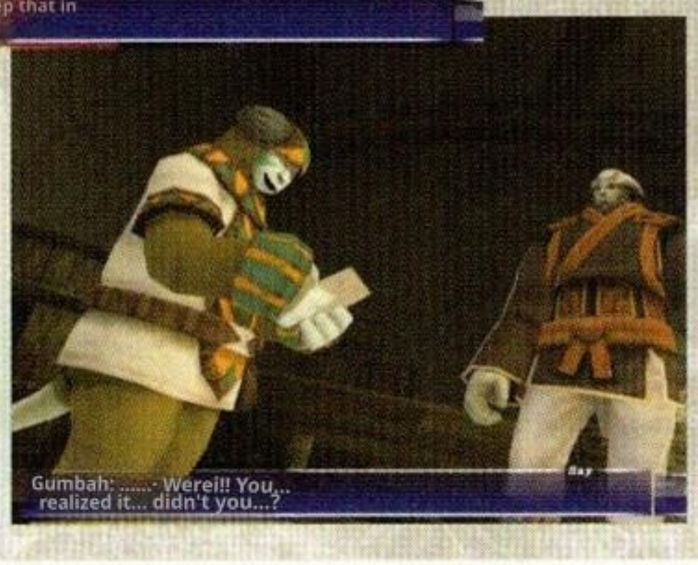
Related: Bastok M8-2 "The One Who Weaves Those Memories" (→P.86)

Thoughts for a close friend left in a letter

Sensing the unrest in the Mine District and seeking the whereabouts of the elder Werei, Karst instructs the Adventurer to find a person named Hani, to whom Werei had entrusted a letter. The Adventurer, who rescued Hani from Quadav's captivity in the Palborough Mines, receives a letter Werei had written to his close friend Gumbah. In it, Werei wrote warm words of encouragement to Gumbah, who, despite his freedom-loving nature, had been destined to become a Talekeeper.



After hearing about Hani from Cornelia, Karst encourages her to follow the path she believes in, as she struggles with whether her daily actions are right.



↑ Gumbah reads the letter the Adventurer brought back. Werei's words, reflecting his deep concern for his best friend, deeply move Gumbah.

Bastok M8-1: Chain of Shifting Sands

Related: Bastok M8-2 "The One Who Weaves Those Memories" (→P.86)

Sensing a turning point in time

"Waiting for the Adventurer before the Talekeeper statue in the Quicksand Caves" --- The letter that reached the Iron Eater was from Zaid. When the Adventurer, tasked by Falker to uncover Zaid's true intentions, visits the Talekeeper statue, Zaid appears as promised. He lamented that the Garka were forever bound by the chains of the ancient Talekeeper faith, and declared that the clan must be freed from those shackles. He states that only the Talekeeper can fulfill that role.

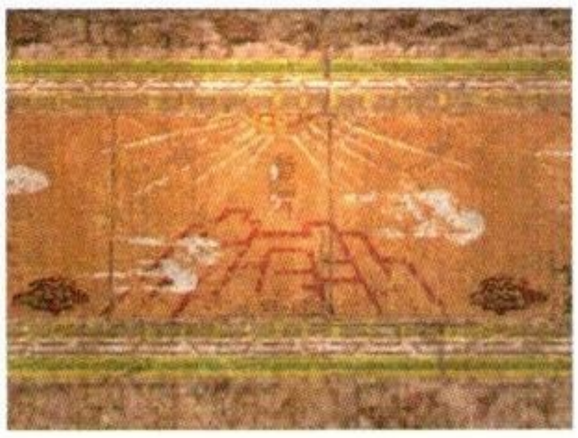
← Falker sends Adventurers to the Quicksand Caves scattered throughout the Altepa Desert, the homeland of Galka.

↑ Understanding the burden placed on Talekeepers, Zaid states that without liberation from tradition, there is no future for the Galka people.

Conversation: Letter addressed to Gumbah

Werei: Talekeepers who reincarnated with their memories have all, without exception, met a violent end thereafter. There has never been a single report of anyone reincarnating again. I don't know what kind of fate is behind that. I wonder how great that fear must be. But let me say this much. You must be feeling uncertain. You wonder if there's something only you can do. Do what you yourself should do, not the Talekeeper. Follow the path you believe in. And finally... I look forward to the day when I can be reincarnated again and go on an adventure with you. Even if we lose our memories, we'll always be best friends.

Land: Murals in the Quicksand Caves



In the Quicksand Caves where Zeid awaits, one can find several murals depicting stories about Galka. The mural on the left depicts a reincarnating Galkah.

Pick up! Wood fragments left by the Werei

The Kuftal Tunnel, where Werei left the fragment, is where the Garka, driven from their homeland by the Beastmen of Antica, ultimately lost their lives after their escape. They sought a new home, but were unable to achieve their goal. That's why the Garka who received the land of Bast Wood must not seek their ideals in the past—Werei's strong sentiment on this matter is imbued in the wood fragment.

Pick up! Gumbah's purpose

Gumbah embarks on this Mission to verify the truth behind the legend of the Miracle Salt, to enrich history, and to follow in the footsteps of Werei. He also intended to report this incident to Lucius, thereby exposing Alois for his personal misuse of state assets. Gumbah had already heard from Cornelia that a "new system to prevent corrupt politics" was in the works, and he came up with the idea of using this incident to corner the minister.

↑ Lucius, who is in charge of the new system, works to rein in Alois and clean up politics.

Bastok M8-2: "The One Who Weaves Those Memories"

The Rising Talekeeper and the Awakening Clan

The Adventurer, who had been dispatched by the Iron Eater to investigate the Kuftal Tunnel, discovers a piece of wood left by Werei. On that piece of wood was written a wish for the Garka, who dream of life in their homeland, the Altepa Desert, to look to the future without dwelling on the past.

When the Adventurer returns to the country, the angry voices of the Garka resound. Their dissatisfaction with Hume reached a boiling point, and they staged a revolt, demanding the opening of the Koka cavern that leads to the Altepa Desert. Gumbah leaps into the fray, revealing himself as the Talekeeper, and emphasizes the importance of living in Bastok without relying on a Talekeeper.

← Believing that their ideal homeland lies beyond the Korroloka Tunnel, the Galka end up staging a revolt.

→ Gumbah shows the right path to a clan that's fixated on its dissatisfaction with Hume and refuses to face reality.

Bastok M9-1: The Final Illusion

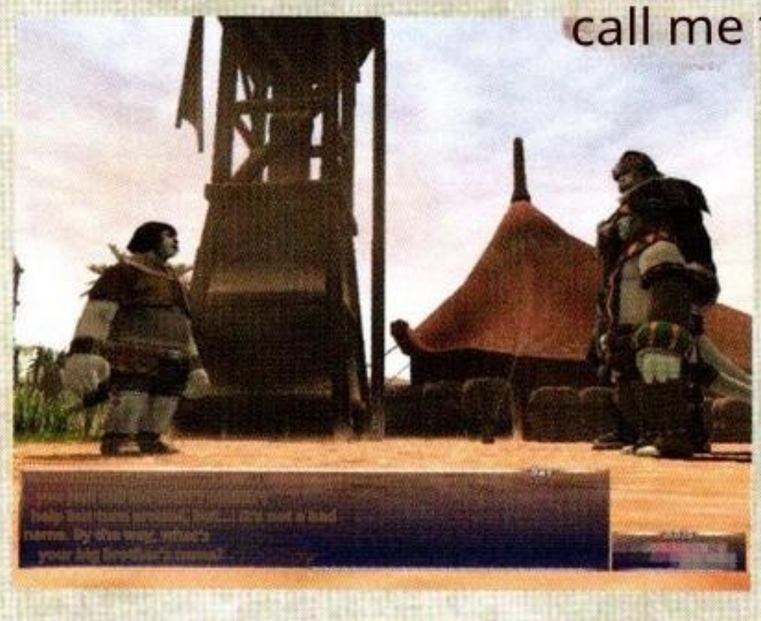
Related

Following in the footsteps of a close friend, miracles happen

Minister Alois summons the Adventurer and once again issues orders to satisfy his personal desires. Iron Eater objects, but Gumbah asks the Adventurer to take on the mission. The miracle salt the minister seeks is a substance passed down through Galka lore, and Werei must unravel its mystery. In other words, by searching for the miracle salt, they might discover Werei's whereabouts.

After receiving information from Alois's servant in the Rabao settlement in the Altepa Desert, the Adventurer, Gumbah, and their companions discovered the Miracle Salt in the Gustav Tunnel. When they bring it back to Rabao, a boy appears. The boy, who had lost his memory and was dazed, looked exactly like Werei when he was a child.

"Werei? Did you just call me that?"

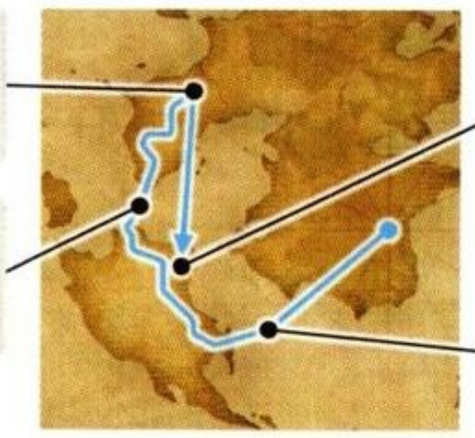


↓ Gumbah instinctively called out to the boy, "Werei," but the boy was already I had lost all my memories.

■ Conversation: Shaping the future of our clan

Gumbah: I ask the people of Galka! Do you want to fight Antica just to vent your frustrations with Hume?! I ask the people of Galka! Do you really believe there's an ideal land at the end of the desert!? I ask the people of Galka! Were we a species that couldn't weave memories without a Talekeeper!? Indeed... there will be days when you feel anger toward the Hume people... Perhaps the world as seen through Hume's eyes differs from the world as seen through our eyes. There are days when you might think that. But that's the same for us Garka. Where is the guarantee that the person next to you sees this world in the same colors and shapes?!

■ Map: Werei's Journey



Pick up! The connection between Volker and Zaid

Falker and Zaid have shared a deep bond since The Crystal War over 20 years ago. Although Zaid defeated the Shadow Lord during the war, due to national considerations respecting Hume, the credit went to Volker. Falker felt a sense of guilt over this, and had been pondering whether Zaid, rather than himself, might be the more suitable leader for the Mythril Musketeers.

Meanwhile, Zaid believed that now, with a new Talekeeper emerging and a bright future dawning for Bastok, the country needed someone to guide its Adventurers in the right direction. And he believes that the person who can fulfill that role is not himself, who lives in the Darkness, but the popular Volker. So, he risks his life, clashing with Volker, in an attempt to free him from the shackles of the past.

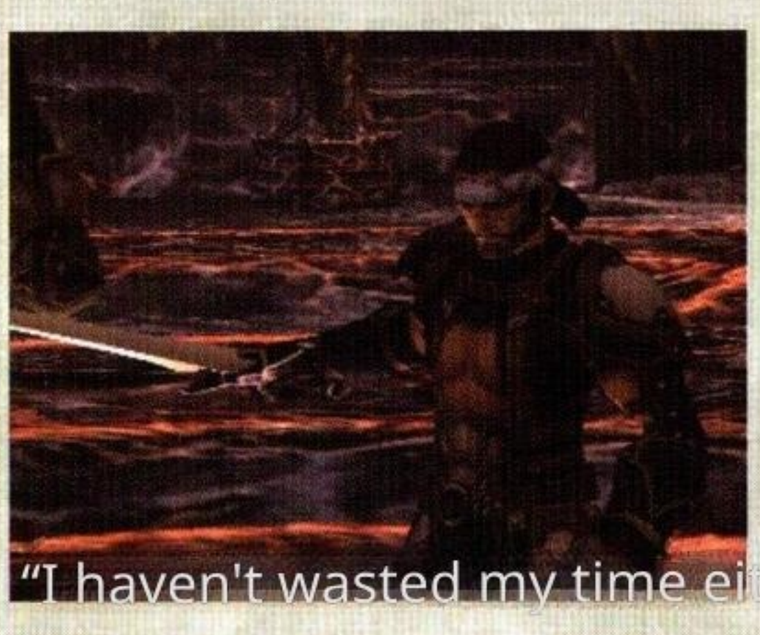
↑ **Even at the cost of his own life, Zaid tries to awaken Volker.**

Bastok M9-2: "Encounter of Two Blades"

To resolve his doubts, the man heads to the land of his destiny.

The Adventurer, having heard that someone in the North was attacked by Zaid and entrusted with a letter for Falker, heads to the Office of the President. There, he found Foulker, who had become desperate upon learning from Zaid's letter that his uncle Ulrich had betrayed the Talekeeper Raogrimm. Karst places him under house arrest and orders the Adventurer to bring Zaid back.

Zaid, whom he encountered at Castle Zvahl, stated that it was necessary to make Volker aware of his role as a pillar of the nation, even if it meant that he or the Adventurer had to sacrifice themselves. As Zaid and the Adventurer battled, Falker suddenly appeared. Reunited for the first time in 20 years at the very spot where they once faced the Shadow Lord, Falker and Zayd clash blades, each seeking to convey their feelings to the other.



↓ Folker overcomes his own doubts
To dispel it, they once fought together
He turns his blade toward Zaid.

Conversation: Two people facing each other

Zaid: You've fallen so low! You deny becoming a musketeer under your uncle's name, yet when you learn of his disgrace, you clam up like a shell!

Volker: What did you say...? Zaid:

Say it again as many times as you like! In the end, you're just another part of the bloody history of the Talekeeper's murder!

Volker: Do you... understand this pain?! Zaid: If you can't find the answer beyond your pain, then ask my blade! The meaning of your insignificant existence!

Epilogue

Toward a brighter future

With the Adventurer's help, Falker defeated Zaid, and the final showdown between the two was finally settled. At that moment, the Mythril Musketeers, concerned for Falker's safety, rushed to the scene. Seeing that many people were supporting Falker, Zaid felt he could entrust the future of Bastok to him. Zaid vowed that one day he would once again test his swordsmanship against Falker, and then vanished from before the crowd.

Karst appears somewhat cheerful as he greets the Adventurers who have returned to Bastok. As a calm atmosphere filled the room, Falker thanked the Musketeers and the Adventurer, and Naji handed the Adventurer a letter that Cornelia had entrusted to him. The letter conveyed the diverse sentiments of Bastok's residents toward their country, along with Cornelia's hope to someday [illegible]me.

↓ In the letter, Cornelia expresses her gratitude to the Adventurer who dispelled the Darkness enveloping Bastok and cleared the path forward.

Conversation: Cornelia's letter

Cornelia: I wanted to learn more about this country. And someday, I want to be of service to everyone in this country. My goal is... well, it's still a secret. Even Mr. Folker has worked hard, despite being compared to my uncle. I have too... This has been quite long, but finally... thank you. I believe your achievements, including defeating the Shadow Lord, are truly remarkable. But you have given me and the people of Bastok something even greater. Please continue to be someone I can share both hardships and joys with. I will also do my best to be that way. Well then, see you again... From Cornelia

Scenario Staff Q&A

Q&A with the Scenario Staff

~Republic of Bastok Edition~

Q What prompted you to tackle the challenging topic of race?

Kawamoto: First of all, Mr. Kato (Masato Kato, Scriptwriter 1) talked about the concept of "racial karma," and I wanted to explore that topic in my own way. As Bastokan residents would put it, we could also focus on Galka's "hatred." However, I found Hume's "ignorance" more intriguing, as it encompasses not only general ignorance but also a deliberate refusal to seek understanding. I decided to explore that more specifically. Hume doesn't even try to understand Garka's perspective, which is precisely why Garka gets angry. By focusing on this disconnect between the two, I ended up depicting issues between different races.

Q: What aspects did you focus on when developing the scenario?

Kawamoto: From the start, I wanted to create a realistic, socially conscious story with a comedic twist. I hoped players would experience the same sense of discomfort they feel in real life while playing. However, in the beginning, I struggled a lot, including figuring out how to develop the story. I was also overwhelmed by the high energy of Windass Mission, and I remember worrying that, even though it was a realistic story, I needed to make it a bit more exciting.

Q: How did you come up with the unique and special features of the Garka, such as the Talekeeper and Reincarnation?

Kawamoto: Since Mithra had a setting where there were few men and the story was set far away from the Three Kingdoms, we decided that there would be no men in Galka. That's how the concept of Reincarnation came about as a mechanism to ensure the survival of the race. So, after considering the time span of the Garka's lives, we decided to make them long-lived to strongly emphasize the contrast with Hume. Once those decisions were made, I came up with the idea of the Talekeeper, the leader of the Galka and the only one who retains memories from before Reincarnation. I wanted to use the Talekeeper to depict the story of Galka's struggle with the burden of passing on their memories. There are many unanswered questions about how Reincarnation works throughout the story, but I believe such matters should be held sacred, much like the birth of life. So, I think we'll leave it as a mystery until the very end of "FFXI."

Q: The Garlka have a philosophical air about them. Was that something you intentionally included as a racial trait?

Director

Nobuaki Komoto

Nobuaki Komoto

Responsible for Bastok-related Missions and Quests. He also created Galka's concepts, such as the Talekeeper and Reincarnation. Major works: "FF District", "Xenogears", "Chocobo's Mysterious Dungeon 2"

Komoto: It happened naturally, rather than me being conscious of it. In fact, when I toned down the motion to avoid a comical look, he ended up appearing very intelligent. That's how it happened. It's not the nicest way to put it, but when animals are just standing there quietly, they give the impression of, "What on earth is this guy thinking?", don't they? Personally, Galka's demeanor gave me that impression, and perhaps, without realizing it, I subconsciously made them philosophical characters in the story. Zaid's lines, reminiscent of Zen dialogues, as seen in the Dark Knight's Artifact quest, stem from that very image I had in mind.

Q How did the character Zayd of Galka come about?

Zaid Kawamoto first decided on the setting of "Dark Knight Galka," and then began to consider how to specifically make the character move around. Despite aiming for a cool image, his sloppy side was quite noticeable in the Three Nations Missions, which made me a bit sad (laughs). However, I think he managed to redeem himself in the Bastuque Mission and the Dark Knight-related Quests.

Q Could you tell us about the setup of the Mythril Musketeers, which Zayd is also a part of?

Kawamoto: The Mythril Musketeers are modeled after a special forces unit, with Zayd as the leader, the composed Galka, and a young man and woman as additional members (laughs). We decided on Ayame's birth and had her express the sentiment that "the sword exists not to be drawn" quite early on, and those elements eventually led to her role as the "point of contact with Norg." Conversely, I created Naji as a character who would initially act as a bit of a jester, and I added details like his father, Yashin, later on.

Q Werei was a regular presence in the city when "FFXI" first launched, but disappeared after the Version Update. Was that something that was planned from the start?

Kawamoto: Yes. We called them "timeline events," and from the very beginning, we decided on the changes we would show players once the service had progressed to this point. For Bastok, we first decided on two key events: the opening of the Korroloka Tunnel and the disappearance of Werei. We also created "Bastok Q75: The Dark Sword," where Werei appears, with the idea that we could later incorporate parts about him as flashback scenes.

Q For you, Mr. Kawamoto, how would you describe Cornelia, one of the key characters on the Hume side?

She's a character who really gets under the skin of Garca and the others, and she's a bit of a nuisance (laughs). It's not "ignorance" in the sense that she lacks interest and doesn't try to do anything, but I think her behavior—speaking as if she knows things when she doesn't—is also rooted in "ignorance." In the end, Cornelia grows by actively trying to communicate like that, but there's also a question as to whether her approach is truly the right one. I wanted to portray that aspect, which is why I intentionally made her a character you dislike.

Q So, what about Cornelia's father, the Bastokan president, Karst?

Kawamoto: If I were to express my thoughts in a harsh way, it would sound like that. So, in a sense, I think he's the character that best reflects my darker side (laughs). He uses a blunt style of speech, deliberately making players feel a bit put off, but what he says is valid, and I think he's a fully formed character from the start. Personally, he's my favorite character.

Q Could you tell us how the scene of Gumbah's speech at the end of the Mission came about?

Kawamoto: From the moment we decided on the Talekeeper concept, I knew I wanted to create that scene. From the start, I wanted to depict how Gumbah would tackle the issues facing him and his kind, amidst the tensions between the "ignorant" and the "hateful." So, I structured the main storyline around the speech scene first. When I finally added the speech scene to "Bastok M8-2: The One Who Weaves Those Memories," I was deeply moved, thinking, "I finally got to draw this."

Q Why did you choose to keep the Bastok Mission going even after Gumbah's speech, which you put so much effort into?

Kawamoto: I avoided ending the story with the speech episode to prevent it from feeling too conclusively resolved. So, when I was thinking about what to include at the end, two things came to mind: I wanted to show Gumbah the "dream" of Werei's return, and I wanted to have Folker and Zaid settle things once and for all. That's why I created Bastok M9-1 "The Final Illusion" and Bastok M9-2 "The Encounter of Two Blades." In both stories, I wanted each character to resolve their personal conflicts. Especially with Folker and Zaid, I thought they'd have to settle things with their blades (laughs), so I made it a direct confrontation. Falker is a character who struggles with a lot, and that can make him seem a bit pathetic at times, but I like him. People who experience inner turmoil are more compelling than those who don't, and in a way, I think he's the character with the most grounded perspective.

Q The story concludes with Cornelia's letter, but what was the purpose of that scene?

Kawamoto and I, as the people in charge of the three kingdoms, had originally discussed the idea of including something in place of the credits at the end of each scenario. At that moment, the thought that popped into my head was to have the character say goodbye to all the people they had met so far. Of course, we couldn't have the player character walk around and greet everyone individually, so instead, Cornelia talks to people and reports that to the Adventurer in a letter. Through that letter, I wanted to wrap up her story of growth and also give players who had followed the story a sense that they too had grown. Also, I wanted to include a final "thank you" message to all players, so I've woven it in as Cornelia's words.

Q Could you tell us which of the Bastokan Quests you created are your favorites?

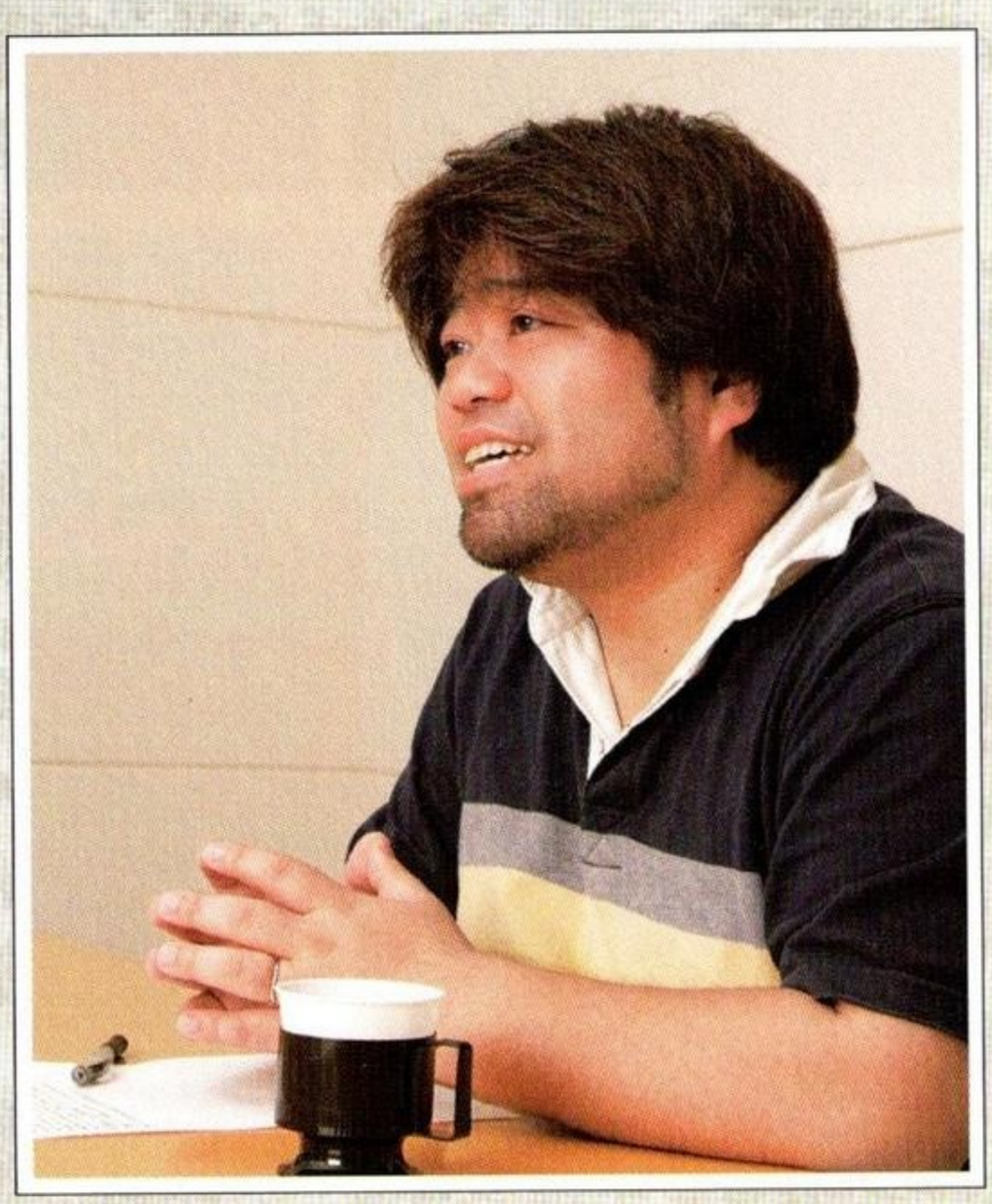
Kawamoto: Bastok Q11 "The Truth of the Eleventh Person" really stuck with me. It was the very first Quest I came up with, and it's been around since the beta testing of "FFXI." It really solidified the overall image of Bastok as a country. Among the Artifact equipment-related Quests, I think it was Monk's story. In the Three Nations Missions, the musketeer Cornelia is portrayed as a gentle, motherly figure. However, in Monk's story, she comes across as a strong, masculine character. I thought it would be great if such a character eventually transformed into a figure akin to the Virgin Mary, so I wrote it that way. I also included lots of fun stories, like the one with Raogrimm (laughs). Originally, the artifact quests were designed for high-level players, so I was worried that not many people would play them. I initially had that concern, but over time, I began to think, "That's exactly why I hope players enjoy sharing information with one another." For example, the Monk's story and the Warrior's story are closely intertwined, with one told from the perspective of the Musketeer Cornelia and the other from Yassin's perspective. However, when I saw players actively discussing those stories, I was relieved to see that they were genuinely enjoying them.

Q Did other scenario writers sometimes expand on settings that Mr. Kawamoto created?

Kawamoto: That's true, for example, in the scene in Rise of the Zilart where Eald'narche says, "The Shadow Lord is actually the Talekeeper, so we can use that to resurrect Tu'Lia." In that case, I created the Talekeeper's character and had Mr. Kato confirm it, and then he skillfully incorporated it into his own scenario. That's how we went about it—we shared and used whatever was useful from the settings created by other team members. In "Treasures of Aht Urhgan," when I let the person in charge decide which Bastokan character to feature and how, they crafted a story where Naji really shines, and they skillfully filled in the gaps I hadn't fully developed.

Q In "Wings of the Goddess," we'll be exploring Bastok's past, so with that in mind, could you please share a message with the players?

For me, the Bastuuk Mission is a story that consistently tells the player, "You're not a hero; you're just an ordinary adventurer." Because he's just an Adventurer, he can work hard to make the country better, that's how I see it. Even with Wings of the Goddess, where I'm not directly involved in the story development, I've told the team that Bastok was created with that socially conscious character in mind. That's probably why they're having a bit of a challenge with the story development. However, on the other hand, as long as I understand the intention, I'm open to how each character's backstory is crafted. I'm personally looking forward to seeing how it all unfolds. As for the modern-day Bastokan story, there's still room for development—like whether Gumbah and Cornelia's relationship will mirror that of Raogrimm and Cornelia, or what the future holds for Naji and Ayame. I'd love for players to let their imaginations run free with those possibilities.



MISSION STORY GUIDE

Federation of Windurst Mission

The Federation of Windurst

Prologue

Federation of Windurst ... ...

Water brimming with magical power and the blessings of the mighty Great Tree.

Blessed by the moon and the stars, it is indeed an ancient city.

There is a legend in this land.

Long ago, a people wandering in hunger and cold

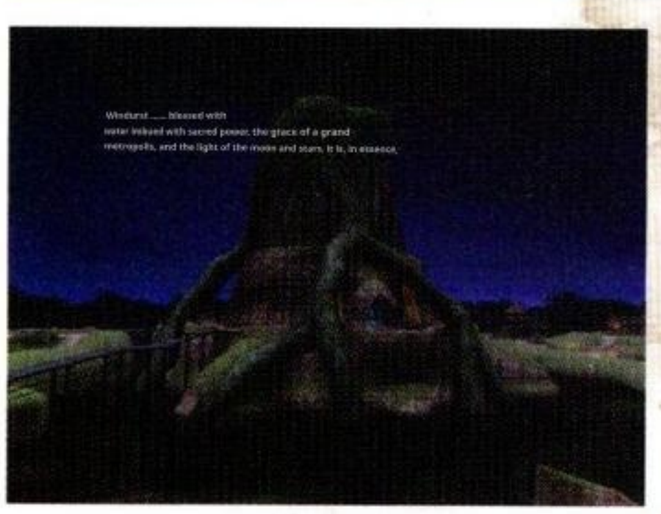
They were guided to this land by a dazzling star.

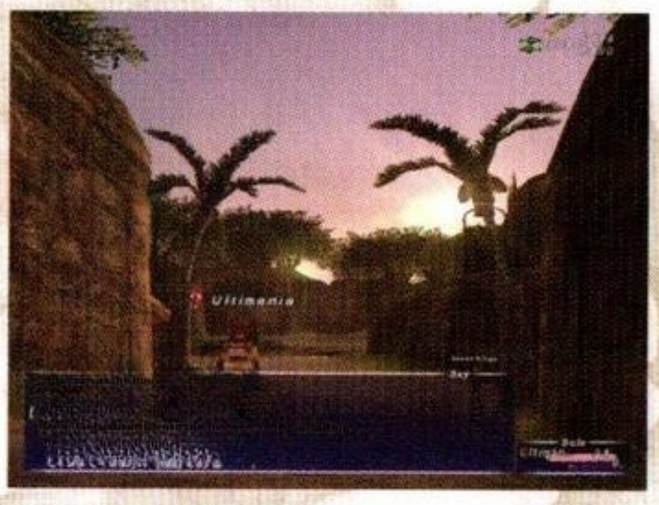
As the dazzling star returned to the heavens,

It sent a messenger, one who could hear its voice, to this land.

That sibyl was known as the Star Sibyl,

promised Windurst prosperity and glory.





And over the course of a long history,

the people gradually became skilled in magic, becoming children of sorcery,

They brought wisdom and strength to Windurst.

The five fields of knowledge they mastered...

of five chambers, has become a key institution that drives the nation forward.

They elevated Windurst to the status of an academic city. Its Supreme Court, composed

In recent years, a new bond has formed with the wandering people of Mithra

A new bond has been forged, and Windurst is

growing into an even greater nation.

However, the people's wish remains the same.

Lasting peace and tranquility.

Watched over by the stars far, far away...

·····And now, a star of hope has been born in this land...

Here begins the story of that star,

a tale that stretches on and on...

Opening

In Windurst Waters

Ajido-Marujido: (noticing the Adventurer) What's up? I thought I might see something interesting since you stopped there, but... It's just the usual peaceful Windus, isn't it? ...No, I can't say it's entirely peaceful... If that great tree withers, this country will be finished. It's almost time for the end to come...

Apururu: Big brother! Are you causing trouble for the Adventurer again!? I'm sorry, Adventurer! You were on your way somewhere, weren't you? And yet, my big brother got in the way...

Ajido-Marujido: That's not true. He seemed lost, not knowing where to go, so I spoke to him kindly, didn't I?

Apururu: Really? Is this your first time in Windurst, by any chance?

(Adventurer nods)

Apururu: Then, I'll teach you a lot of things. After all, it's the duty of a Windurstian to be kind to new residents. So, what would you like to know? Is there anything you'd like to do? Feel free to ask anything, no hesitation!

("Where am I? Who am I?"asks the Adventurer)

Ajido-Marujido: This is Tarutaru. You are Windurst.

Apururu: Come on! Big brother, please just be quiet! ..... This is the Windurstian Water District. Among the four districts of Windurst, this one has the oldest history and has long been the center of life for the Tarutaru people. (Explaining The Five Ministries and the Water District) ...Huh? "Who on earth are you guys?"Huh? Hehehe, I'm Apururu. Nice to meet you ♪

Ajido-Marujido: By the way, I'm Ajido-Marujido. Remember, there are no excuses.

Apururu: Alright then. You might have a lot more questions, but... we really have to go now. If you have any more questions, try asking the other Adventurers. The world's big, so you've got to make lots of friends!

Ajido-Marujido: Hmph, friends, huh... ... Just so you know, don't act like we're friends. (Leaves)

Apururu: Ah! Big brother, wait a minute!

At Port Windurst

Hakkuru-Rinkuru: ...That's strange. Jeuno's Airship arrived a long time ago, but there's still no sign of the dean coming. What on earth is going on? A few weeks after we suddenly set off... Just when I thought I finally had news, he said, "There's a lot of luggage, so come pick it up."

Kuroido-Moido: The director of The Orastery has a knack for breaking promises and forgetting about them—twice as much as most people, it seems. He might have completely forgotten that he even sent us a message.

Hakkuru-Rinkuru: It's really troubling. Even without that person, The Orastery is doing just fine, but Apururu is the problem. They're so loud, it's unbearable.

Kuroido-Moido: I think the director is always away because that person is so noisy.

Hakkuru-Rinkuru: Ahh. With things like this, can our dean really save Windurst? ...Whoa! Oh, my! ···· That's the Guardian Warrior over there—·····

Kuroido-Moido: Is this about our dean again? It seems best to flee before he asks anything and things get complicated. Come on, let's get out of here quickly.

(Hakkuru-Rinkuru and Kuroido-Moido leave, and Semih Lafihna appears in their place)

Semih Lafihna: ...What's the matter, Adventurer? Overwhelmed by the vastness of the great Windurstian metropolis? From what I can see, you're an Adventurer who's just arrived in Windurst... is that about right?

(The Adventurer nods)

Semih Lafihna: What do you think? Windurst is a peaceful and beautiful country, isn't it? The other two countries are busy fighting needlessly and shedding blood in vain... I am Semih Lafihna. The Star Sibyl who rules Windurst, and her personal Guardian Warrior. If you're willing to settle down here in Windurst, I'll listen to your story.

In Windurst Woods

Nanaa Mihgo: (After giving the Adventurer a brief overview of Windurst) Well, that pretty much covers it, right? That wraps up my Windurst class, taught by me, Nanaa Mihgo. I'll reduce the tuition fee to 1,000 Gil for you. Could you just pay up already? (Adventurer refusing)

Nanaa Mihgo: What? You've been so kind to explain everything to me—how can I not show my gratitude? Don't you know the etiquette of an Adventurer? Hey, let me see what's in your pockets.

(The children of the Star Onion Brigade arrive)

Kohlo-Lakolo: Hey! Nanaa Mihgo! Are you trying to scare travelers and collect Gil again? If you do that, we, the "Star Onions Band" won't stand for it!

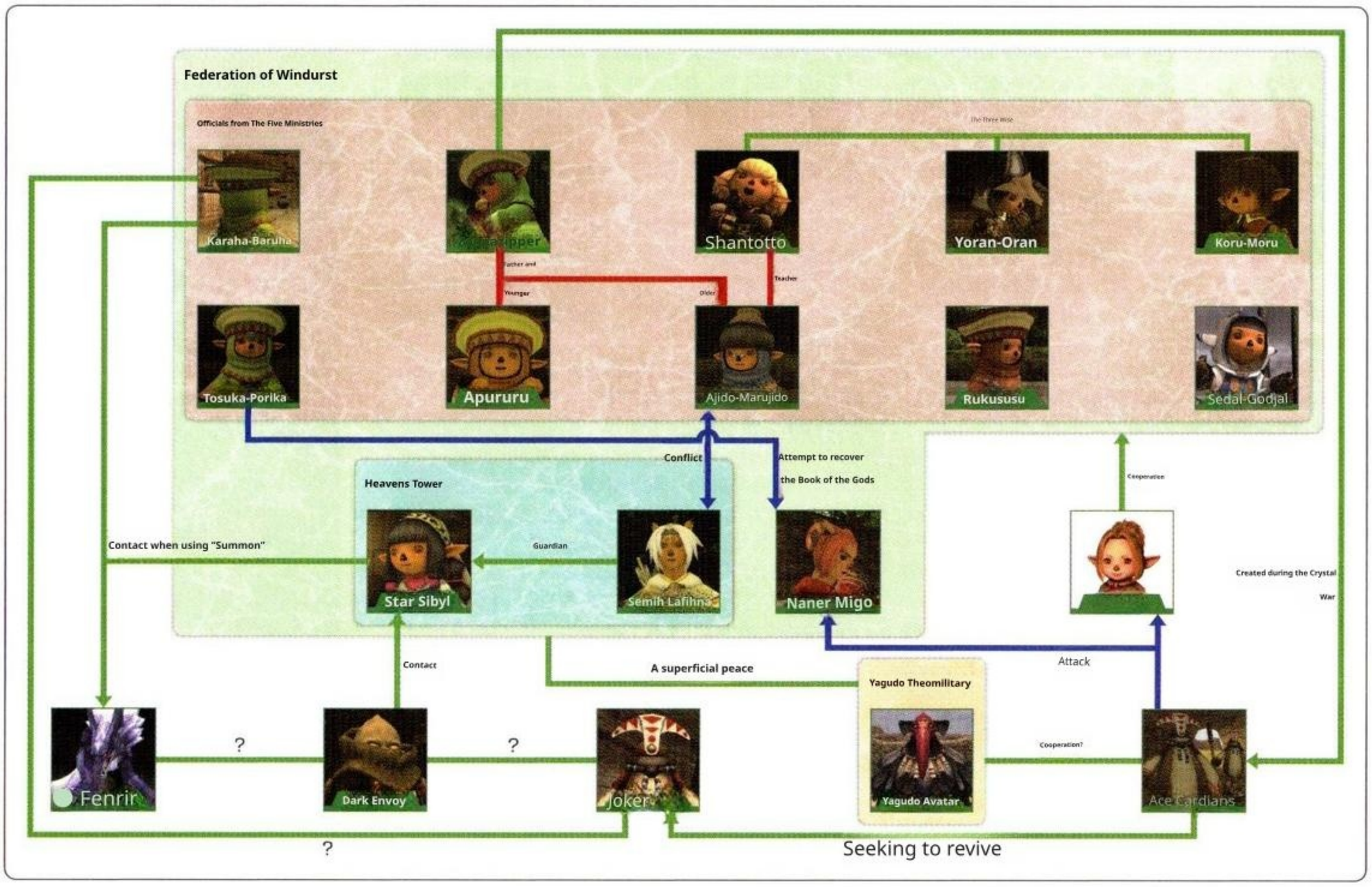
Nanaa Mihgo: Oh no, again? You're quite persistent for a child... Well, it can't be helped. That's it for today's lesson. We'll continue next time. Make sure you pay your tuition then, okay? (She runs away)

Kohlo-Lakolo: Ah, I won't let you get away! Wait!

Gomadavurmada: Wait, wait!

Papo-Hopo: ... Are you all right? That Mithra was a mean, bad Mithra known as Mithra the Thief. (Advising them to listen to the residents) We are members of the Star Onion Brigade, dedicated to protecting a bright future for Windurst. Please take note!

Characters



A modern genius driven by faith

Ajido-Marujido

Ajido-Marujido

Main appearance scenes

Wings M1-1: "The Horutoto Ruin Experiment"

Windurst M4-1 "Take the Magicite"

Windurst M9-2 "Moon Reading"

Vana'diel Past Q20 "Fetal Movement: The Maiden with Fangs"

Main location:

Horutoto Ruins

"This country, Windurst, I'll save it from fear!"

The current head of the academy. He leads the Windurst Combat Casters and is a highly capable individual. He's confident and speaks boldly, but his words are always backed by action, and he doesn't hesitate to break taboos for his beliefs. Faced with the threat of Yagudo and sensing the crisis in Windurst as the power of the stars and moon wanes, he believes that the forbidden technique of "summoning," performed by Karaha-Baruha nearly 20 years ago, is the key to saving the country. Consequently, he proceeds with his investigation on his own initiative.

The kind-hearted head of The Manustery

Apururu

Apururu

Main Appearance Scenes

Windurst M1-1: "The Horutoto Ruin Experiment"

Windurst M8-2: "The [illegible]"

Windurst Q57: "The Legendary Grand Strategy"

Windurst Q59: "Tears of the Stars"

Main locations:

Windurst Woods, The Manustery

"For a fake genius like my big brother, There's absolutely no way!"

Ajido-Marujido's younger sister. Her father, Zonpa-Zippa, was the inventor of the Cardian but also the one who sparked its rebellion and then disappeared. She, like her father, is working hard as the head of The Manustery – the Cardian Workshop. She is incredibly kind-hearted and showers the Cardians, which are used as tools, with boundless affection. She is exasperated by her brother's overly confident behavior and speaks ill of him, but she is always concerned about him.

The one who guides the people of Windas

Star Sibyl Hoshin Miko

Star Sibyl

Main Appearance Scenes

Windurst M3-3
"A New Journey"

Windurst M4-1
"Steel the Magicite"

Windurst M6-2 "The
Silent Confession"

Windurst M9-2
"Moon Reading"

Main appearance location:

Heavens Tower, the Miko's quarters

"If you cherish the peace of Windurst, I beg you, Please don't betray me..."

The woman who currently holds the position of the Star Sibyl, the supreme leader of the Federation of Windurst. Like her predecessors, she guides the people of Windurst by using Star Reading to read the future from the Astral Fountain, which reflects the stars. During The Crystal War, she defended the country from the Yagudo Theomilitary's fierce onslaught with the help of her trusted Summoner, Karaha-Baruha. Despite bearing the weight of an entire nation, her diplomatic stance toward Yagudo is sometimes viewed as weak.

A warrior from Misura, raised by the Goddess

Semih Lafihna

Semih Lafihna

Main appearance scenes

Windurst M2-3
"The Three Great Powers"

Windurst M6-1 "Full
Moon Fountain"

Windurst M9-2 "Moon
Reading"

Windurst Q76
"Star Onions"

Main location: Heavens Tower

"We will not forgive anyone who disturbs the peace of Windas..."

The leader of the "Guardian Warriors" who protect the Star Sibyl. Raised in Heavens Tower alongside fellow orphans from The Crystal War, he became a close attendant to the Star Sibyl. He views Ajido-Marujido as a threat, as the latter is willing to break the rules to protect the country. In his quest to be loyal to his duties, he can be inflexible and often comes across as harsh in his words and actions. He is seen as the next leader of Mithra, but he has no interest in that role.

The heroine who created the summoning technique and saved the nation

Karaha-Baruha

Karaha-Baruha

Key Appearance Scenes

Windurst M4-1
"Steel the Magicite"

Windurst M9-1 "The
Doll of the Dead"

Vagabond Past Q48
"The Hermit and the Divine Beast"

"Windus must surely be able to escape its fate of destruction."

The former head of The Optistery and a Windurstian hero of the Great War era who invented summoning. He developed a close bond with the Three Doctors, including Shantotto, as fellow alumni. He studied summoning in the hidden Sixth Academy, the Academy of the Mind, and during The Crystal War, he performed Full Summoning against Yagudo Theomilitary, which had invaded the Holy City. He sacrificed his life to save Windurst. At that time, it was said that she committed a "grave sin" to protect the nation and the Star Sibyl, but...?

The "King" of all Cardians

Joker

Joker

Main Appearance Scenes

Windurst M8-2: "The
King and the Joker"

Windurst M9-1
"Doll of the Dead"

Windurst M9-2
"Moon Reading"

Windurst Q42
"Star Onions: A Close Call"

Main location:

Horutoto Ruins

"Now you are the most powerful guiding star. Let our land and sky shine with dazzling brilliance."

The self-proclaimed champions of justice, the Star Onion Brigade, discovered a Cardian at the Karaha-Baruha residence. He is the master of the highest-ranking Cardian species, the "Aces." When he was created, he was entrusted with all the magic tools in the Magic Tower of Sarutabaruta. It was supposed to have been deactivated during the Crystal War, but it was revived by the power of a special Animacule. He cryptically tells the Adventurers, "Protect the Miko from the Dark Envoy until all the stars are gathered."

The expert known as the "Fountain of Knowledge"

Tosuka-Porika

Tosuka-Porika

Main appearance scenes

Windurst M2-1 "[illegible]"

Windurst M7-1
"Sixth Hall"

Promathia 3-3B-3
"A Grand Departure"

Main locations:

Windurst Waters, The Optistery

The current head of The Optistery (the Magic Library). While his magic power pales in comparison to that of his predecessor or Ajido-Marujido, he prides himself on possessing a wealth of knowledge unmatched by anyone. Despite his advanced age, he remains intensely curious and secretly delves into the mysteries of the Book of the Gods, all while keeping his own safety in mind.

The current head of The Rhinostery, who is often absent

Rukususu

Rukususu

Main appearance scenes

Windurst M5-1 "The [illegible]"

Windurst M7-2 "Return [illegible]"

Windurst Q33
"Golem's Gaze"

Main location:

Beaucedine Glacier

The director of The Rhinostery, a graceful and composed beauty. She is following in the footsteps of her mentor Iru-Kuiri, who was a member of the Northern Expedition about 30 years ago, and often goes on expeditions to the north with several members of The Rhinostery. She absolutely hates ghosts and onions.

The missing head of The Aurastery

Sedal-Godjal

Sedal-Godjal

Main appearance scenes

Windurst M8-1 "[illegible]"

Windurst M8-2: "The [illegible]"

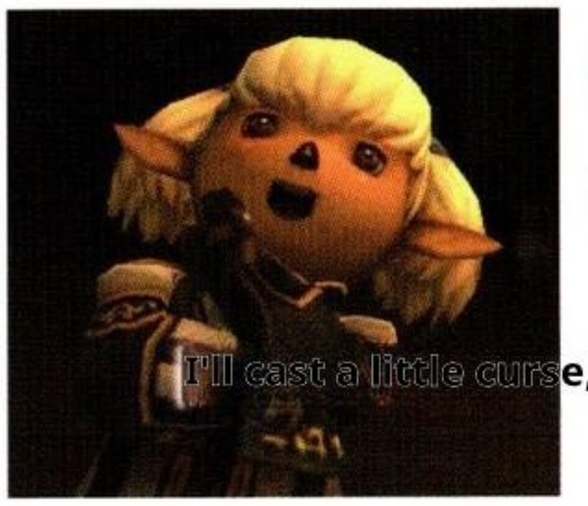
Main appearance location: Davoi's Lookout Tower

The original head of The Aurastery. He devised a plan and successfully recovered the budget that his predecessor, Koru-Moru, had spent on The Aurastery. However, this resulted in deceiving Koru-Moru, and he disappeared, plagued by a guilty conscience. He is currently assisting the San d'Oria army in Davoi.

The invincible "radical lady"

Shantotto

Shantotto



Main appearance scenes

Windurst M8-2: "The [illegible] King and the Jester"

Ark Angels M06 "Tōfū"

Windurst Q34 "[illegible] Path"

Main locations:

Windurst Walls, Professor's residence

One of Windurst's esteemed Three Doctors. She is a rare Black Mage who, as the former head of The Orastery, swiftly and decisively promoted the current head, Ajido-Marujido. While her demeanor and tone are ladylike, her words and actions are extremely radical, and she embraces her destructive impulses.

The eccentric professor who spends all his time sleeping

Koru-Moru

Koru-Moru

Main appearance scenes

Windurst Q36 "[illegible] Heavens"

Windurst Q69
"Three Sages"

Vana'diel Past Q20 "[illegible] Prophecy"

Main locations:

Windurst Walls, Professor's residence

One of the Three Sages. He stepped down as head of The Aurastery and principal of the Magic School four years ago. Although he was forced to return to the field after his successor, Sedal-Godjal, disappeared, he has since become a recluse at home and abandoned his duties. He's a man who falls in love often, but he's also very forgetful.

An honest man deeply engaged in biological research

Yoran-Oran

Yoran-Oran

Main appearance scenes

Windurst M9-1 "[illegible] Dead"

Promathia 3-38-1 "Beloved Motherland"

Windurst Q35 "The Hall of Mandragora"

Main locations:

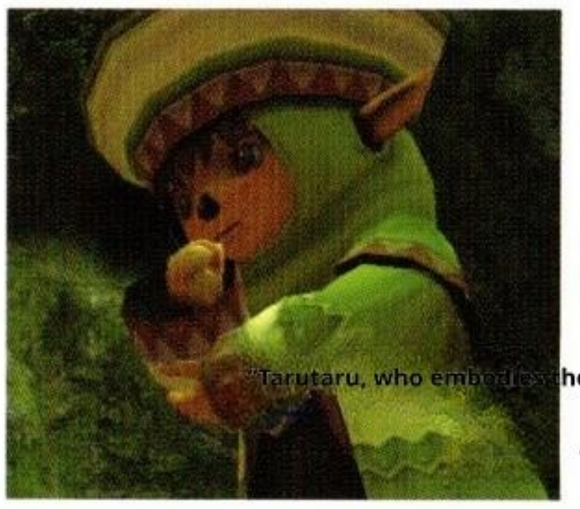
Windurst Walls, Professor's residence

One of the Three Doctors and the former director of The Rhinostery. He is passionately researching living organisms, particularly Mandragora. He is the most sensible of the Three Doctors, constantly struggling between the radical Shantotto and the laid-back Koru-Moru.

The creators of the Cardians

Zonpa-Zippa

Zonpa-Zippa



Main appearance

scene: Windurst M9-1

"Doll of the Dead"

Vana'diel Past Q22

"Messenger of Yugoku"

Vana'diel Past Q23:

"The Advent of the Strange Follower"

Main appearance location:

Boyahda Tree

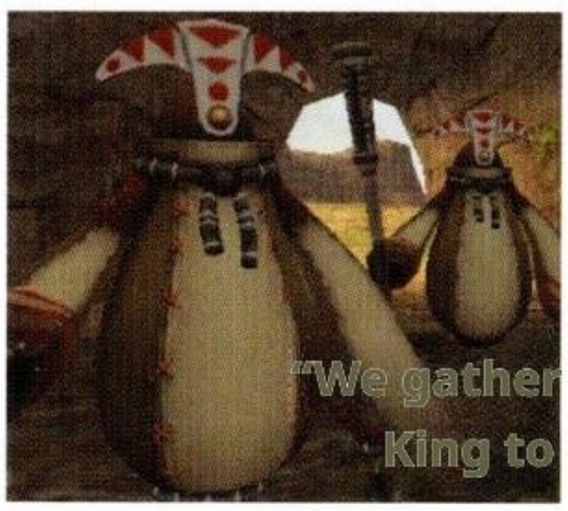
"Tarutaru, who embodies the perfect blend of fame, brilliance, and beauty, is none other than me!"

The former head of The Manustery. He invented the Cardian during the Great War, but was taken away by the rebels who staged an uprising. The public believes he is dead. He is extremely self-confident, and his biological children, Ajido-Marujido and Apururu, avoid him, but he is unaware of this.

A dark puppet that yearns for the resurrection of the "King"

Ace Cardians

Ace Cardians



Main appearance scenes

Windurst M1-2

"The Heart of Cardian"

Windurst M8-2 "The

Windurst Q45

"Yahrugal"

Main location:

Horutoto Ruins

"We gather before the King to shape our future!"

The highest-ranking type of Cardian. Having gone feral due to the rebellion, they attack those who possess Animacules in an attempt to resurrect the Joker, whom they adore as the "King." They can't lie, but they can tell when someone else is lying at a glance.

"Thief Mithra," who loves jewels

Nanaa Mihgo

Nanaa Mihgo

Main appearance scenes

Windurst M2-1

"White Book"

Windurst Q40

"Haunted House"

Windurst Q72:

"Gather at Tenshodo"

Main locations:

Windurst Woods and the home of the thief Mithra

"Do you realize that this time you're the one the Cardians are after?"

A notorious Thief with two underlings at his command. He speaks in a cloying, syrupy tone and has a weakness for jewels. At the request of a certain individual, he stole the complete set of the Book of the Gods, a national secret. His home is in the Forest District, and his hideout is in the Horutoto Ruins.

The proud chief of Mithra

Perih Vashai

Perih Vashai

Main appearance scenes

Windurst Q66

"Wakagi"

Windurst Q76

"Sin Hunter"

Vana'diel Past Q21

"The Onslaught of Calamitous Darkness"

Main locations:

Windurst Woods, Chief's House

"When you lose sight of tomorrow, simply lie down on the ground, listen to the wind, and gaze at the color of the sky."

The clan's hero, who worships the Windurstian Mithra. During the Crystal War 20 years ago, he fought to protect Windurst and lost his "Light" due to using the cursed Weapon, the Bow of Light. He is elderly and is considering Semih Lafihna as his successor.

A cute-looking but sharp-tongued character

Kupipi

Kupipi

Main appearance scene:

Windurst M3-3 "Three Great Powers"

Windurst M3-1

"To Each His Own Right"

Windurst M8-2

"The King and the Jester"

Main appearance location:

Heavens Tower, the Secretary's Chamber

"That's good, then. ♪ Tor So, you need to get out of here quickly."

The Secretary of the Heavens Tower. She checks the Adventurer's Rank in the Federation of Windurst and guides them to the upper floors of the Tower. She appears to be a cute young girl at first glance, and her tone is charming, especially when she adds "~nano desu" at the end of her sentences. However, she often uses abusive language. She absolutely loves Rolanberry.

The extremely strict head maid

Zubaba

Zubaba

Main appearance scenes

Windurst M3-2 "Star

Vana'diel Past Q48

"The Hermit and the Divine Beast"

Main appearance locations:

Heavens Tower, Maid's Room

"The Mikos are the heart's refuge for the powerless people."

The head of the Heavens Tower's maidens. She is extremely strict and feared as the master of Heavens Tower. The Star Sibyl has served by her side since childhood, and she despises Ajido-Marujido as "the one who disturbs the heart of the beloved Sibyl."

A laid-back researcher at The Rhinostery

Leepe-Hoppe

Leepe-Hoppe

There's definitely something good coming!"

Main appearance scenes

Windurst M1-3

M1-3 "For Peace"

Windurst M7-2

"Return of the Gods"

Windurst Q80 "Moon's Guidance"

Main appearance locations: The Rhinostery and the rooftop

The person who acts as the deputy director of The Rhinostery in place of the often-absent director, Rukususu. He studies the "Great One" and is interested in the "Nest of the Great Beast." He's a worrisome glutton with a habit of adding "-ppe" to the end of his sentences.

A diligent teacher at the Magic School

Moreno-Toeno

Moreno-Toeno

"If we continue to run the Magic School as it is,

it could have a negative impact on the students."

Main appearance scenes

of the Exam"

Windurst M8-1

"Vaine"

Windurst Q69 "Request for Teaching Materials"

Main locations:

Windurst Waters, The Aurastery

A teacher at The Aurastery School of Magic. Distressed by the fact that Principal Koru-Moru has neglected his duties for the past three years, he asks an Adventurer to search for the missing original principal, Sedal-Godjal. Recently, the decline in student quality has been a source of concern.

One of the Beastmen Yagudo's saints

Yagudo Avatar

Yagudo Avatar

"Windurst no longer has the

protection of the Star and Moon."

Main appearance scenes

Windurst M4-1

"Take the Magicite"

Main appearance locations

Castle Oztroja

One of the Beastmen Yagudo based in Castle Oztroja who holds the Title of "Saint." He greets Ajido-Marujido, who has come to inquire about the Full Moon Fountain and the Magic Tower of Sarutabaruta, and reveals the shocking truth about the current state of Windurst.

Those who know the origins of Windas

Grav'iton

Grav'iton

"Children of Windus, I am glad you have come.

Children, whom we guided to that land long ago..."

Main Appearance Scenes

Windurst M5-2 "Secret of the Gods"

Zilart M04

"Temple of Uggalepih"

Promathia 5-1 "The Unceasing Clang of Swords"

Main appearance locations:

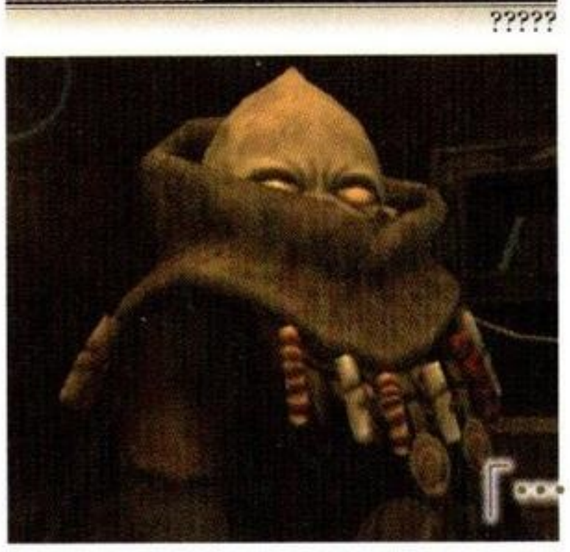
Temple of Uggalepih, Sacrificial Chamber

An ancient sage who bestowed the power of the Star Moon upon the first Star Sibyl and guided the people of Windurst. Already deceased, a remnant of his consciousness manifests at the Temple of Uggalepih on Elshimo Island. Upon learning of the Windurstian plight, he lends his support to the Adventurer.

A mysterious figure who suddenly appeared

Dark Envoy

?????



Main appearance scenes

Windurst M8-1

"Vane"

Windurst M9-1

"Doll of the Dead"

Windurst M9-2 "Moon

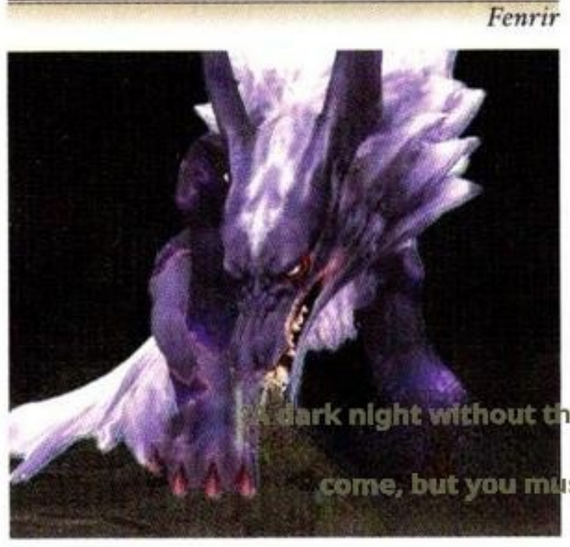
Windurst Q76

One day, a mysterious shadow suddenly appeared in Windurst. Rather than Magic, it wields the power of the stars and moon, engaging in dangerous actions such as appearing in the Star Sibyl's bedroom. It seems to be connected to the "Full Summoning" that Karaha-Baruha performed about 20 years ago...?

A guardian beast that wields the power of the stars and moon

Fenrir

Fenrir



A dark night without the Light of Guidance will

come, but you must never stop moving forward."

Main appearance scenes

Windurst M9-2 "Moon

Promathia 5-3B-4 "What the Compass Points To"

Windurst Q76

"Moon's Guidance"

The Windurstian divine beast, revered as the "Great Beast." With a broad and profound heart, it has blessed Windurst with the power of the stars and moon within its being. However, since Karaha-Baruha performed the Full Summoning over 20 years ago, its power has become undetectable.

Background information on the story

Federation of Windurst Mission

The Five Ministries

Related content: Windurst M1-1 "The Horutoto Ruin Experiment" (→P.101) and more

The main institutions of the Federation of Windurst are named "Eye," "Mouth," "Ear," "Nose," and "Hand." Just as each organ in the body moves according to the brain's commands, they work together to support Windurst, with the Heavens Tower—where the supreme leader, the Star Sibyl, resides—as their central hub. The heads of each institution serve as members of the Parliament of Patriarchs during their active service. After retirement, they live out their remaining years in a house provided in the Stone District, offering their wisdom to others as "Doctors." It seems that a sixth academy, named "Heart," also exists somewhere.

◆The origins of each institution's name

Institute	Origin of the Academy's Name	Former name
The Optistery	Derived from reading books with the "eye" for research and learning	Federal Library
The Orastery	Derived from the echoes of spells cast by Magic Warriors using their "mouths" within the auditorium.	Magic practice area
The Aurastery	Derived from learning the master's spell pronunciation through the sense of hearing.	Magic University
The Rhinostery	Originating from the practice of burning incense, which is inhaled through the nose to aid mental concentration.	Herbal Medicine Research Institute
The Manustery	Originating from the creation of magic-powered soldiers that serve as Tarutaru's "hands"	Weaponry Workshop

■ The Optistery

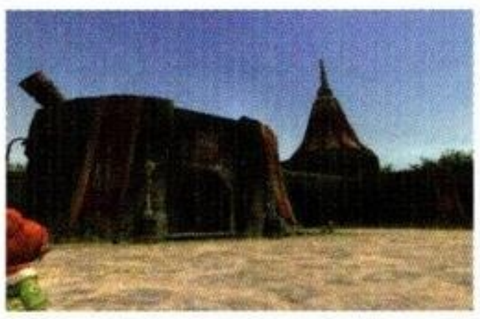
Current Director

Tosuka-Porika

Former Dean

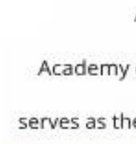
Karaha-Baruha

Its official name is the "National Library for Research in Magic and Other General Knowledge." Its collection includes not only Windurstian materials but also a vast array of historical documents from Vana'diel, spanning the ancient and modern worlds, as well as from the East and West.



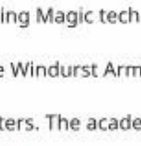
Except for certain prohibited books, the collection is open to the public. Students at the academy can borrow books and engage in activities such as copying and deciphering ancient documents. There is an observatory on the rooftop.

■ The Orastery



Current Director

Ajido-Marujido



Former Abbot

Shantotto

An academy dedicated to advancing Magic techniques, also known as the Windurst Academy of Magic. It forms the core of the Windurst Army, and the head of the academy also serves as the commander of the Combat Casters. The academy has Black Mages, White Mages, and Red Mages in its ranks, but in recent years, there are few outstanding mages, and the current dean is increasingly concerned. The former head, Shantotto, occasionally intervenes under the guise of training the mages.

■ The Aurastery

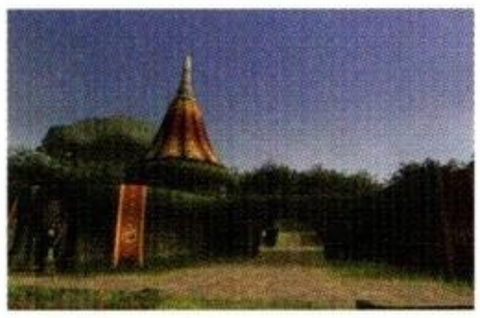
Current Director

Sedal-Godjal (Interim Head: Koru-Moru)

Former Dean

Koru-Moru

A boarding school for Magic that nurtures exceptional individuals who will shape the future of Windurst. Students are divided into high and low classes based on their academic ability. Koru-Moru, the former headmaster and currently serving as the interim headmaster, has a laid-back personality that drives teachers to tears. However, having failed his own exams, he understands the feelings of children and is popular among the students.



■ The Rhinostery

Current Headmistress

Rukususu

Former headmaster

Yoran-Oran

A facility dedicated to studying the mechanisms and origins of living organisms. As its predecessor was the Institute of Herbal Medicine, the institute continues to focus on plant research to this day. Additionally, it explores the depths of living organisms through meditation. The current director, Rukususu, and many of the academy's students are scattered across Vana'diel for research. While relatively few are permanently stationed there, each one is a unique individual.

■ The Manustery

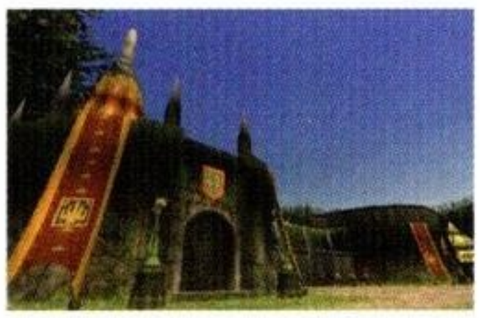
Current Director

Apururu

Former Director

Zonpa-Zippa

A military factory that produces "magic tools," weapons infused with magical power. The former dean, Zonpa-Zippa, invented the fully automated magic-powered soldier "Cardian." Now, with demand for them on the rise, his main role is as the head of the Cardian Workshop, which creates these soldiers. Moreover, due to the high cost of creating these weapons, the factory is chronically in the red, and no solution has been found to turn things around.



The Power of the Stars and Moon

Related: Windurst M3-1 "To Each His Own Right" (→P.104) and more

A power believed to flow from the stars and moon to the land of Sarutabaruta, supporting the people of Windurst. According to legend, long ago, a dazzling star guided the Tarutaru to the land of Windurst... According to the legend, when the star that guided the people returned to the heavens and Darkness enveloped the land, the first Star Sibyl discovered the "Star of Hope" at the Full Moon Fountain, thereby laying the foundation for Windurst's prosperity.

← The rings held by the heads of each house and the Magatama worn by successive Star Sibyls hold the power of the stars and moon.

■ The Star Sibyl and Star Reading

The Star Sibyl, the leader of Windurst, wields the power of the stars and moon and is considered the reincarnation of the Goddess Altana. The first Sibyl, Rimilala, received prophecies about the future at the Full Moon Fountain and guided the people based on these revelations. The revelations she received are recorded in the "Heavenly Fountain" within the Heavens Tower. From the second generation onwards, the Mikos descend into the Heavenly Fountain to perform Star Reading, gradually unraveling the prophecies and guiding the nation's path forward.

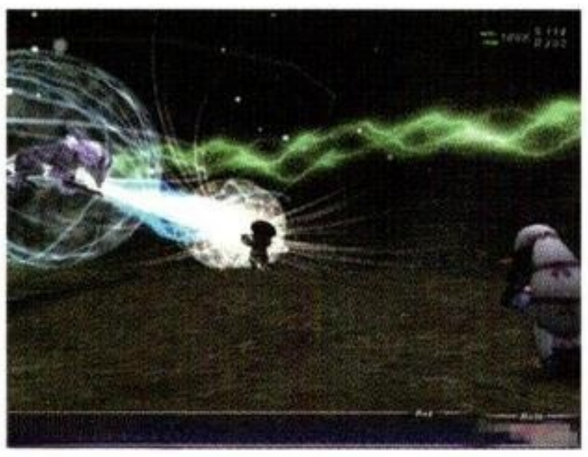
■ "Book of the Gods"

A forbidden tome left by the first Star Sibyl for future generations. Sealed with immense magical power, it remains unreadable to ordinary people, and no one but the Star Sibyl knows its contents. It is written with water from the Full Moon Fountain, which is imbued with the power of the stars and the moon. Should it somehow lose its magical power and become the White Book, the world would face destruction by Darkness. Although it was carefully guarded in The Optistery, it is now lost.

Summoning

Related content: Windurst M1-1 "The Horutoto Ruin Experiment" (→P.101), etc.

Magic created by the hero Karaha-Baruha that harnesses the power of ancient gods. Although it was long considered a forbidden art due to its inherent danger, its use has recently been permitted. However, the summoning technique known as "Full Summoning," which Karaha-Baruha used at the cost of his own life during the Crystal War, remains forbidden to this day.



← Karaha-Baruha used summoning to borrow the power of a great beast that protected Windurst, but in return, he lost his life.

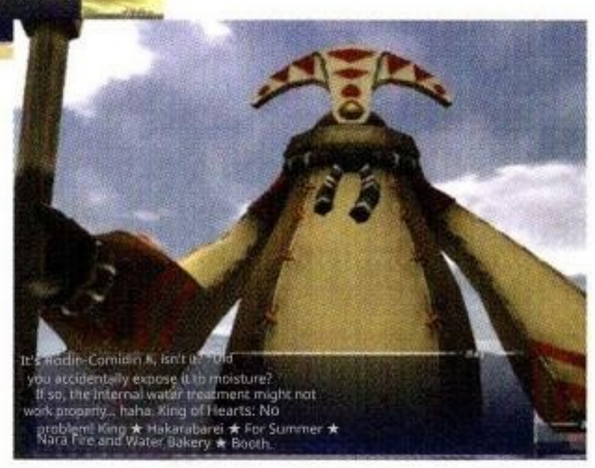
Cardian

Related content: Windurst M1-2 "The Heart of Cardian" (→P.102), etc.

This is the so-called "Kakashi Guard," created by casting Magic on a doll made of straw or cloth. It has a magical sphere, an Animacule, as its heart, and the fruit of the Great Tree of the Stars (Star Fruit) as its brain. Additionally, a card is required to activate it correctly, which is where the name "Cardian" comes from.

Cardians are deployed as soldiers in the military and are also often used for guarding various locations and performing everyday tasks. Although they are artificial objects, they are considered lifeforms born with the help of the power of the stars. When they cease to function, they are treated as if a life had ended.

← Recently created Cardians speak the "Star Language," which features ★ symbols between words.



→ Since the star fruit, which acts as the brain, is sensitive to moisture, development of an amphibious type is underway.

■ Cardian numbers and types

Cardians are assigned numbers based on their birth order. The numbers start with 2 at the lowest, then go up to 3, 4, ... 9, 10, Jack, Queen, and King. When someone dies, the number of the individual below them moves up. During The Crystal War, there were four types in the old system: Sword, Baton, Cup, and Coin. Today, there are four types: Spade, Crab, Heart, and Diamond.

← Each individual is named with a "number + type" designation, such as "King of Hearts."

■ The Cardian Rebellion

When Zonpa-Zippa, the developer of the Cardians, created the Cardian Army, he designed them to consider higher-ranking Cardians as their masters. However, he did not include a mechanism for absolute obedience to their creators. Partly because of this, the older Cardians from the Crystal War era rebelled against Zonpa-Zippa and became feral Cardians, roaming various regions and frightening people.

Mission Flow: Federation of Windurst Mission

The mage Ajido-Marujido, who defies prohibitions and pursues his own research. His actions, driven by concern for his country, stir people who are accustomed to a deceptive peace and lead them to the hidden truth.

- Windurst M1-1 "The Horutoto Ruin Experiment" P.101
- Windurst M1-2 "Cardian's Heart" P.102
- Windurst M1-3 "For Peace" P.102
- Windurst M2-1 "White Book" P.103
- Windurst M2-2 "Where the Exam Went" P.103
- Windurst M2-3 "The Three Great Powers" P.104
- Windurst M3-1 "To Each His Own Right" P.104
- Windurst M3-2 "Star Reading" P.105
- Windurst M3-3 [A New Journey] P.105
- Windurst M4-1 [Take the Magicite] P.106
- Windurst M5-1 "The Last Talisman" P.106
- Windurst M5-2 [The Horror that Awaits You at the Very End] P.107
- Windurst M6-1 "Full Moon Fountain" P.107
- Windurst M6-2 "Invitation of the Saint" P.108
- Windurst M7-1 "The Sixth Chamber" P.108
- Windurst M7-2 "Return of the Gods" P.109
- Windurst M8-1 "Vayne" P.109
- Windurst M8-2 "The King and the Jester" P.110
- Windurst M9-1 "Doll of the Dead" P.110
- Windurst M9-2 "Moon Reading" P.111

EPILOGUE

A reality where the Light is unseen

The issues plaguing Windurst today—such as the waning of magical power, the presence of rogue Cardians, and the unfair treaty with the Beastmen Yagudo—are revealed through the requests from each of The Five Ministries. It also reveals that Ajido-Marujido is secretly investigating the secrets of summoning, and that the wild Cardians are plotting some kind of resurrection.

The Strange Occurrence in the Book of the Gods

It has been revealed that the top-secret national document, the Book of the Gods, has transformed into the White Book, which has lost its magical power. When we consider the legend that states, "When the Book of the Gods loses its letters, Darkness will descend upon this world," it becomes clear that a crisis is finally approaching Windurst.

Two conflicting wills

After being denied a direct audience with the Star Sibyl, Ajido-Marujido meets with the Yagudo Avatar to inquire about the mystery of the Full Moon Fountain. He is deepening his ties with Semih Lafihna, who prioritizes the Star Sibyl's protection.

The captured Ajido-Marujido

Ajido-Marujido, who used unauthorized experiments to uncover evidence that Windurst had lost the power of the Star Moon, was imprisoned for violating the law. Meanwhile, details about the summoning that took place roughly 20 years ago and its connection to Fenrir, the nation's guardian beast, are gradually coming to light. Furthermore, the Book of the Gods, which had become a blank page, regains its magical power with the help of the ancients who guided the Windurstian people during the founding of the nation.

The Chaos Wrought by the Dark Envoy and the Joker

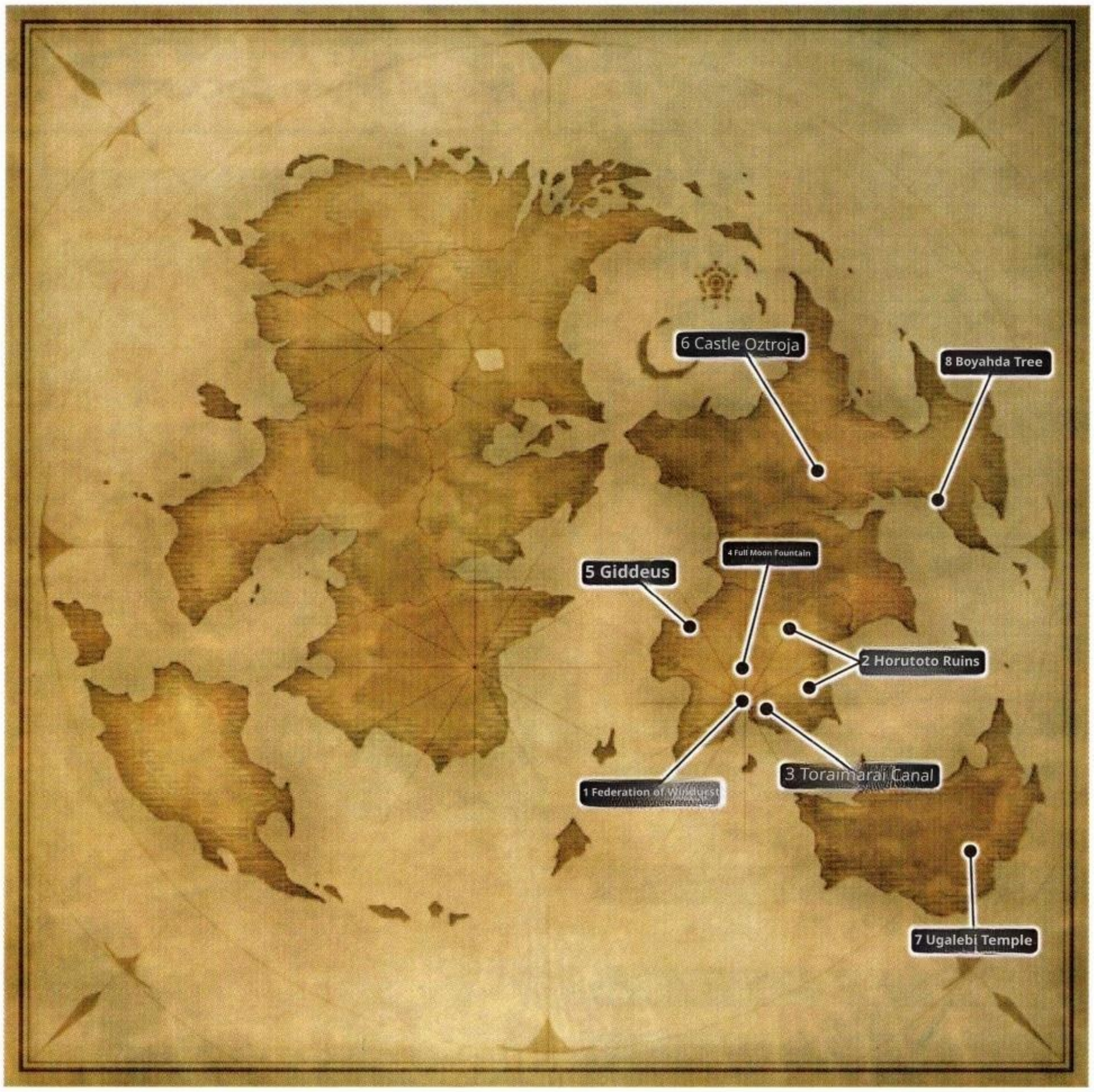
As the rescue operation for Ajido-Marujido progressed, the "King" Joker, whom Noyara Cardian had long sought to resurrect, came back to life. Furthermore, the mysterious Dark Envoy appears before Ajido-Marujido and his companions, who have learned the truth from the Book of the Gods. The Star Sibyl reveals the causal link between the loss of Hoshizuki's power and the summoning that took place roughly 20 years prior.

Turning a new star into the Light of hope

The appearance of the Joker and the Dark Envoy was the result of a plan devised by the late hero Karaha-Baruha for the future of this country. To restore the power of Star Moon to Windurst, the Star Sibyl seeks a new Moon Reading at the Full Moon Fountain.

The story's setting

Federation of Windurst Mission



1 Federation of Windurst (Holy City of Windurst)

Related: Windurst M1-1, etc.

The city that serves as the main setting for the story. The city is divided into four districts: the Stone District, where the national symbol, the Great Tree of the Stars, towers; the Water District; Port Windurst; and the Forest District. The Star Sibyl, the leader of Windurst, resides in the Heavens Tower in the Stone District. From the Celestial Fountain on the tower's top floor, she performs Star Reading, thereby guiding the direction of politics. Throughout the city, the magic dolls known as Cardians are tasked with security and various other duties.

2 Horutoto Ruins

Related: Windurst M1-1, Windurst M1-2, and more

A group of ruins located in Sarutabaruta, a grassland area near Windurst. Above ground, six Magic Towers shaped like hands rise, while a vast space extends below. For many years, the towers operated thanks to the power of the stars and moon that flowed into this land. However, currently, only the southeast tower remains functional. Within the central tower lie the sealed talismans of Castle Zvahl and a darkness prison that drains magical power from sinners. Furthermore, it is said that deep underground, beyond the Magic Seal Gate and at the end of the Toraimarai Canal, lies the Full Moon Fountain, which granted power to the first Star Sibyl.

3 Toraimarai Canal

Related: Windurst M1-3, Windurst M6-1, and others

An underground waterway that stretches from the Windurstian capital to Sarutabaruta. To enter, you must either open the Magic Seal Gate in the central tower of the Horutoto Ruins or pass through the Water Summoning Gate with permission from The Rhinostery. It is said that Karaha-Baruha's research facility, commonly known as the "Hall of the Mind," lies further within.

4 Full Moon Fountain

Related: Windurst M6-1, Windurst M9-2, and others

This is the place where the first Star Sibyl, Rimilala, is said to have received the blessings of the Star Moon. Legend has it that she performed Moon Reading here, gained the allegiance of the divine beast Fenrir, and secured a promise of Windurstian prosperity for centuries to come.

5 Giddeus

Related: Windurst M1-3, Windurst M6-2

A religious city built by the Beastmen of Yagudo in the western part of Sarutabaruta. It is a sacred place for Yagudo, where offerings from Windurst are presented and events such as martial competitions on Balga's Dais are held in accordance with the Windurst-Yagudo Peace Treaty.

6 Castle Oztroja

Related: Windurst M3-1 Windurst M4-1

The headquarters of the Yagudo Theomilitary, towering in the Meriphataud Mountains. High-ranking Yagudo of the saint class, including Tzee Xicu the Manifest, gather here. Upon learning that the Book of the Gods has lost its power, Ajido-Marujido visits this place in search of clues to uncover the cause.

7 Temple of Uggalepih

Related: Windurst M7-2

An ancient temple nestled deep within the southern island of Elshimo, now the lair of the ferocious Beastmen known as Tonberry. Iru-Kuiri, a researcher from The Rhinostery, spent his final years here, dedicating himself to his research. In the deepest recesses of this temple, the Adventurer receives guidance from an ancient sage who has become a disembodied being.

8 Boyahda Tree

Related: Windurst M9-1

An ancient giant tree growing in the Sanctuary of Zi'Tah, said to be tens of thousands of years old. Today, it's also synonymous with the caves that have formed in its decaying remains, where a subspecies of Mandragora thrives. There is also a rumor that Zonpa-Zippa, the former head of The Manustery, is imprisoned here.

The Federation of Windurst

Mission Story Playback:

Federation of Windurst Mission

The Federation of Windurst, a peaceful nation sustained by the power of the stars and the moon. However, that peace was only a facade. A barren land, a weary army, and a future generation unable to flourish. Some of the magic soldiers, who were supposed to be their support, also went rogue, and an unfair treaty with the Beastmen Yagudo was draining the nation's strength... Amidst all this, people, despite their hardships, discover a new "star of hope" and forge a path forward.

Pick up! Forbidden Magic

The "forbidden magic" mentioned in the conversation between Ajido-Marujido and Apururu refers to "summoning." Summoning proved to be a crucial tactic in saving Windurst during the Crystal War. However, it has been banned as a dangerous art ever since the caster, Karaha-Baruha, lost his life in exchange for its use. However, Ajido-Marujido is attempting to revive summoning as a means to save the country, and is viewed by those around him as a dangerous individual.

↑ Karaha-Baruha's summoning was more powerful than that of current Summoners, and was therefore forbidden.

Windurst M1-1: The Horutoto Ruin Experiment

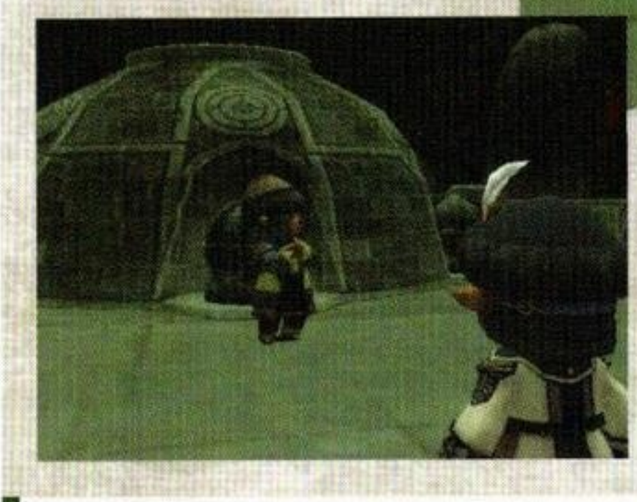
Related: Windurst M6-1 "Full Moon Fountain" (→P.107)

Ajido-Marujido's Unauthorized Experiment

An Adventurer, who had visited the Magic Tower in the Horutoto Ruins to assist with the experiments of the head of The Orastery, stumbled upon a scene where the head, Ajido-Marujido, and his sister, Apururu, were engaged in a heated argument. Ajido-Marujido, grieving for his weakened homeland, was considered dangerous for attempting to revive forbidden Magic on his own, and Apururu was worried about that. This experiment, too, involved breaking into a normally off-limits laboratory to try to reactivate the tower that had lost its power, but it ultimately failed.

← Ajido-Marujido was known for his strong convictions, though his manner was not particularly pleasant.

→ Apururu worries about her brother, who keeps engaging in forbidden activities, but Ajido-Marujido refuses to listen.



← The Adventurer, who arrives at the tower after the experiment, completes their first mission by recovering the Animacule that was destroyed during the experiment.

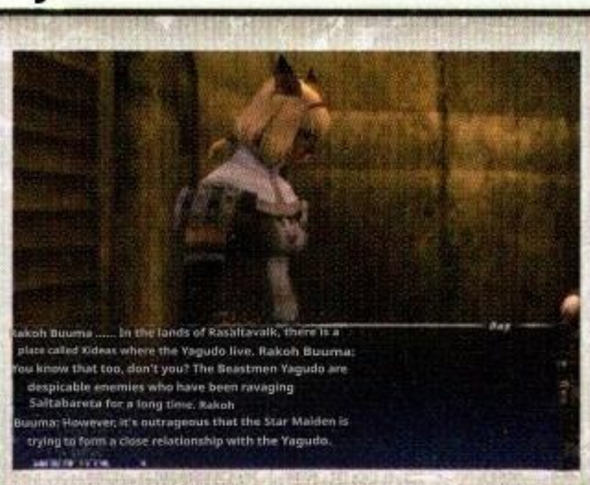
Conversation: Siblings arguing

Ajido-Marujido: Why are you so afraid of fighting that you won't do anything? They say the world is at peace, but can you really believe it's truly peaceful? The Orastery still bears the scars of the war that took place 20 years ago. Skilled mages are dying, and there's no way to train the next generation of young mages. And just imagine if another war were to break out. Windurst would be gone in the blink of an eye. Unless there's some new, powerful Magic... Apururu: But the Star Sibyl...

Ajido-Marujido: The Star Sibyl says she'll ban that Magic no matter what. If we could master that Magic, there would be no need to seek the Beastmen's favor. The caster died, but that Magic succeeded, so...

Pick up! An unfair treaty

The peace treaty with Yagudo is unfair, as it obliges Windurst to pay tribute. However, the Star Sibyl is maintaining the treaty despite widespread discontent. That's because she knows firsthand that her country currently lacks the strength to stand up to Yagudo (→P.110).



↑ Those unaware of the circumstances question the current situation, where an unfair treaty has been signed.

Pick up! Ajido-Marujido's plans

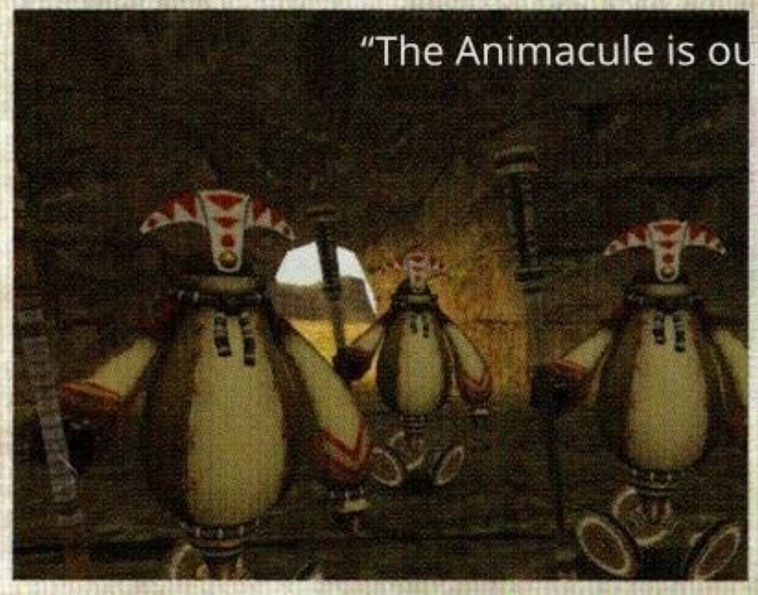
The "sealed canal" that's being discussed here -- deep within the Toraimarai Canal lies Karaha-Baruha's laboratory, commonly known as the "Hall of the Mind" (→P.108), where Ajido-Marujido is attempting to uncover his research. Furthermore, deep within the waterway lies the nest of the "Great Beast" that sustains Windurst. Since the Great Beast has not been seen for 20 years, The Rhinostery, which is in charge of biological research, wants to investigate its nest. Ajido-Marujido is trying to open the waterway door by claiming that he and The Rhinostery share the same interests.

Windurst M1-2 "The Heart of the Cardians"

Related: Windurst M8-2 "The King and the Clown" (→P.110)

Feral Cardians targeting the Animacule

An Adventurer who was tasked with helping create Cardians at The Manustery. They go to the only functioning Magic Tower and infuse magic power into the Animacule, which is the heart of a Cardian. However, on their way back, a feral Cardian steals the Animacule. According to Apururu, the head of The Manustery, similar incidents have been occurring frequently recently. It seems they're trying to resurrect their comrades, but...?



↓ The Adventurer was attacked by Cardians bearing the highest rank, "Ace."

→ Even with an Animacule, a Cardian shouldn't be able to revive without Magic.

Windurst M1-3 "For Peace"

Related ■ Windurst M6-2 "The Saint's Invitation" (→P.108)

Peace built on an unequal treaty

Windurst had a peace treaty with the Beastmen of Yagudo. While the terms were one-sidedly unfavorable to Windurst, they were essential for peace. As part of the treaty, Adventurers took on the role of delivering offerings to the Yagudo town of Giddeus. Upon completing his mission, the Adventurer visits The Rhinostery to report and witnesses Ajido-Marujido talking to Leepe-Hoppe, the acting head of the institution. It seems he's trying to go deeper into the sealed underground waterway. Ajido-Marujido backed down for the moment, but his disregard for the law was already starting to become the talk of the town.

← The Yagudo of Giddeus accept the tribute brought by the Adventurer with an arrogant demeanor.

→ Ajido-Marujido attempts to borrow the key ring to the waterway from Lipe Hoppe of The Rhinostery.

■ Conversation: The relationship between stray Cardians and Animacules

Apururu: What?! There's another stray Cardian!? ... It's quite embarrassing for The Manustery, but during times of war, some Cardians would run away... Those Cardians are stealing Animacules and attacking people. The Animacule is their heart. They likely steal Animacules to revive their comrades whose Animacule magic has run out. However, an Animacule is just a magic sphere. It's meaningless without a magician who can use the power of the Animacule to cast a spell that breathes life into it. So, even if they steal the Animacule, there's nothing they can do about it...

Key Item: Offering·Food/Offering·Drink

A bag containing Yagudo's favorite treats. As a token of friendship from Windurst to Yagudo, the order was given to deliver it to the Yagudo near the two altars in front of Giddeus Cave.

Two offerings are presented to Yagudo: food and drink. It appears that the food offering contains Yagudo cherries. These are the nuts that Yagudo favors, and they are used in negotiations with Yagudo in "Bastok Q77: The Dark Legacy" and other situations.

Pick up! What Nanner Migo stole

Nanaa Mihgo and her companions held a box containing the Book of the Gods and the "King's Life." At the request of a certain person, they stole the box that was in the possession of the Ace Cardians. This matter and the identity of the client are revealed in a Quest related to the Star Onion Brigade (→P.288).

↑ From what his subordinate said, it's clear that the request from the "wealthy merchant Gotsuku in the Water District" is behind this.

Pick up! The "Summoner's House" and its key

The Stone District is a place where the mansions of retired deans line the streets. The "Summoner's House" is one of the houses there. It was supposed to be assigned to Karaha-Baruha, the former head of The Optistery, but due to his passing, it had been vacant for a long time.

The key to the Summoner's House was Karaha-Baruha's ring, but since it was lost during The Crystal War, no one could enter the house. Nanaa Mihgo and the others seem to have discovered the ring while searching for the complete Book of the Gods, and they used the Summoner's House as a secret storage location. During this Mission, Ajido-Marujido holds the ring, and it later falls into the hands of the Star Onion Brigade (→P.288).

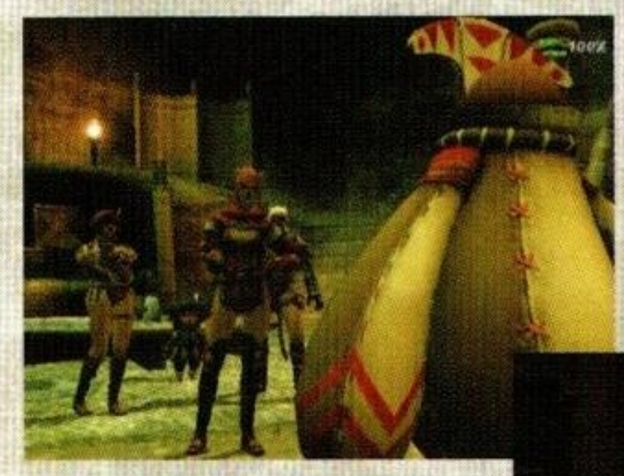
Windurst M2-1 "White Book"

Related: Windurst M7-1 "The Sixth Chamber" (→P.108)

The Whereabouts of the Lost Forbidden Book

An Adventurer tasked by Tosuka-Porika of The Optistery to retrieve the Book of the Gods, a forbidden tome lost 20 years prior. While negotiating with Nanaa Mihgo, who holds the Book of the Gods, he is deceived by her and nearly stripped naked. At that moment, the Ace Cardians appeared and threatened Nanner, demanding, "Give back the life of our king." Just when all seemed lost, Ajido-Marujido stepped in to the rescue, and the group narrowly escaped.

Based on Nanner's story, Ajido-Marujido and the Adventurer visit the "House of the Summoner" – the late Karaha-Baruha's residence – in the Stone District, where the "King's Life" and the Book of the Gods are said to be located. However, the Book of the Gods had transformed into the White Book, devoid of any writing. Legend has it that when the Book of the Gods loses its magical power, destruction ensues, but...?



← Upon learning the location of the "King's Life," the Ace Cardians attempt to eliminate Nanner and the Adventurer.

→ Faced with the strange behavior of the Book of the Gods, Ajido-Marujido tells the Adventurer to report it to Tosuka-Porika.

Conversation: The Ace Cardians closing in on Nanneru

Ace of Swords: We've found it, Mithra. Let's get our king's life back.
Cha Lepaguta: ... Gege! This is bad!?
Bopa Greso: What should we do, Master? Three Ace Cardians?
……。
Ace of Cups: The many items you deceived us and took from us... Ace of Wands: All of those belong to the Lord. And everything belongs to the king. Ace of Swords: It is not permitted for a living fool to possess the belongings of the dead. Now, Mithra. Where have you hidden the King's belongings? If you don't want to die, tell the truth.

Windurst M2-2: "Where the Test Went"

Related: Windurst M8-1 "Vane" (→P.109)

For the children who will shape the future

The Aurastery School of Magic was holding a practical exam for its high-class students. The exam involves competing to see how many Monsters can be defeated within a set number of days. However, if the strength of the Monsters varies from location to location, it becomes unfair. Adventurers physically visit the potential exam sites, count the number of Monsters they defeat, and help determine the difficulty level of each site.

↓ Even at the Magic School, high-class students are the crème de la crème.

↑ Using a magic doll from The Aurastery, To count the number of monsters.

Key Item: Magic Doll "Counting Boy"

A magic doll entrusted by The Aurastery. It has Magic that counts the number of Monsters defeated by its owner. Keep in mind that the Magic wears off after a set period of time.

In stories involving Windurst and Tarutaru, magic dolls play a key role in a variety of situations. In addition to Kazoeru-kun, there are also Mitsukeru-kun (→P.109) and Mitodoke-kun (→P.317).

Pick up! Kupipi's sulk

Kupipi, the Heavens Tower's secretary who placed this request, becomes displeased when Adventurers returning from missions in other countries submit only a report. In truth, she adores Rolanberry from the Quon Continent and was secretly hoping for it as a souvenir from Adventurers who had been there. If you later give her the Rolanberry, she will thank you with a Magic Seal Gate talisman. This is a handy item that allows you to easily reach the Toraimarai Canal from the central tower of the Horutoto Ruins.

Pick up! What happened at Castle Oztroja?

Ajido-Marujido tells the Adventurer, "I heard an interesting story from the Yagudo Avatar," but he doesn't reveal the specific details of what he learned. The details of his meeting with the Yagudo Avatar are revealed in Windurst M4-1, "Steal the Magicite," through a vision conjured by the Magicite (→P.106).

to him before. ↓ Ajido-Marujido said to the Star Sibyl He posed a question to Yagudo that hadn't occurred

Windurst M2-3 "The Three Great Powers"

Related: Common to all three countries M2-3 "The Three Great Powers" (→P.122)

Embark on a journey to understand the current state of the world

Recognized for their numerous achievements, the Adventurer was summoned to the Heavens Tower, the heart of Windurst. Semih Lafihna, the Chief Guardian in the Heavens Tower, entrusts the Adventurer with the task of investigating the situation in the other two countries of the Altana Triumvirate: San d'Oria and Bastokan.

After visiting the consulates of each country, the Adventurer realized that the Beastmen were becoming more active in various regions. After reporting what they have seen and heard at the Heavens Tower, they are awarded the "Adventurer's Credential" as proof that they have completed their mission.

↑ Semih Lafihna, having set his sights on the Adventurer, proposes testing the "Star's Radiance in his eyes."

Windurst M3-1 "To Each His Own Right"

Related: Windurst M4-1 "Steal the Magicite" (→P.106)

Two Yuguni followers deepening the rift

While the Adventurer, invited to the Heavens Tower, was discussing the recent investigation of the Three Kingdoms with Semih Lafihna, Ajido-Marujido burst in, demanding an audience with the Star Sibyl. Semih Lafihna, who had long considered him a dangerous individual, became even more vigilant upon hearing this claim. He then asked the Adventurer to tail Ajido-Marujido and investigate him.

After leaving the Heavens Tower, Ajido-Marujido was heading alone to Castle Oztroja, the stronghold of Yagudo. When the Adventurer followed him to the castle, he had already completed his business and made a cryptic remark: "I am getting closer to the truth." Meanwhile, upon receiving the Adventurer's report, Semih Lafihna increasingly viewed Ajido-Marujido as an enemy for acting on his own.

← Ajido-Marujido hands the White Book to Semih Lafihna, declaring that he is the one who will save his homeland from crisis.

→ For Semih Lafihna, Ajido-Marujido was nothing more than a traitor who was obsessed with power and corrupted the heart of a priest.

■ Character: Windurst Consul

The consul stationed in Patpot Bastok. A very talkative and fast-talking person.

Kasaroro,
the Windurst consul stationed in San d'Oria.
A gentle Tarutaru woman.

Conversation: Ajido-Marujido gets closer to the truth

Ajido-Marujido: A dazzling star that, long ago, guided a lost people to this land. When that star returned to the heavens, the Light that illuminated Sarutabaruta was lost, and Darkness fell. However, the first Miko, having gained the power of the stars and moon at the Full Moon Fountain, found a star of hope even in the Darkness and led Windurst to prosperity. ..... The history book that the Mikosama left for future Mikosama ..... That is the Book of the Gods that was recently discovered. However, even with this situation, the Star Sibyl shows no intention of taking action. She refuses to say anything. That's why I came to ask another Witness of Time... the Beastmen of Yagudo, who have lived in Sarutabaruta since ancient times. The welcome was quite the spectacle, but the Yagudo Avatar shared some intriguing information. Please tell Semih Lafihna. Ajido-Marujido, the head of The Orastery, is steadily getting closer to the truth.

Pick up! Foresight of Ruin

The Star Sibyl had also collapsed once when she first performed Star Reading. At that time, she foresaw the fall of Windurst, and a while later, the battle against the Beastmen army led by the Shadow Lord—the Crystal War—broke out. Zubaba, who had served the Star Sibyl since that time, feared that the Star Sibyl's collapse might also be a sign of the Shadow Lord's resurrection. Therefore, she summoned an Adventurer.

Pick up! The relationship between Cardian and its creator

The Cardian that guards the Central Tower is an older model created during the Crystal War. The fact that it is still operational subtly indicates the survival of Zonpa-Zippa, their creator and Ajido-Marujido's father (→P. 110). This is because there is a principle that states, "If Cardian is alive, then the one who cast the spell on it is also alive." Conversely, the logic that "reviving Cardian also revives the conjurer" is valid, but this is considered a secret technique of The Manustery (→P.111) and its use is forbidden.

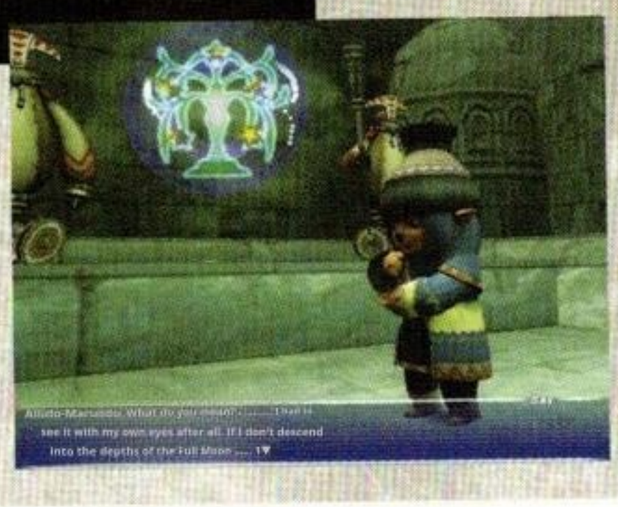
↑ Older Cardians, including those found in the wild, do not speak the "language of the stars."

Windurst M3-2 "Star Reading"

Related: Windurst M5-1 "The Last Talisman" (→P.106)

The ominous sign the Star Sibyl saw

Something is happening in the central tower of the Horutoto Ruins—upon reading such an ominous sign, the Star Sibyl collapsed. The Central Tower is a crucial location, housing the Seal Talisman of Castle Zvahl, the stronghold of the Shadow Lord. Driven by an ominous feeling, the head maid Zubaba sends the Adventurer to the Central Tower. The Seal Talisman was unharmed, but the Adventurer was attacked by the Cardian protecting the seal. Then, Ajido-Marujido appears once again. Upon learning from the Adventurer that the Star Sibyl had fallen, he mutters, "I must descend to the Full Moon Fountain," and departs. ← Zubaba was furious, blaming the Star Sibyl's defeat on Ajido-Marujido, who had shown her the White Book.



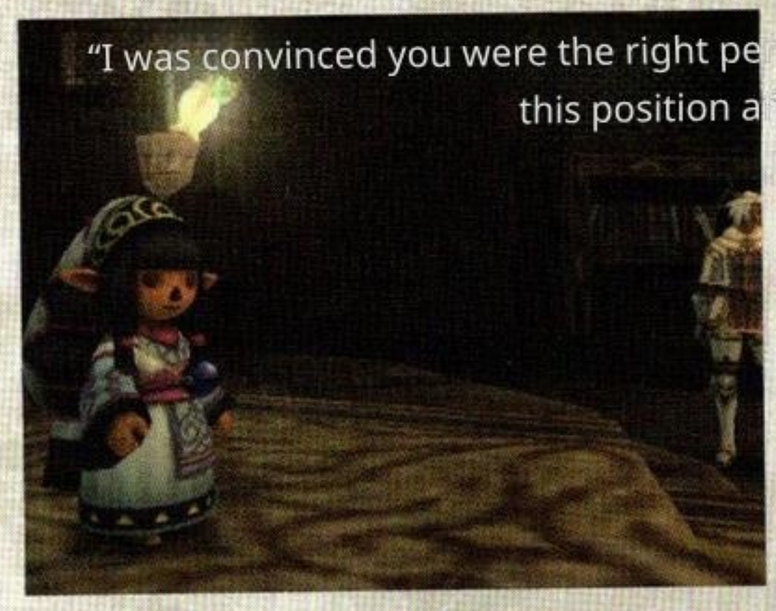
→ It seems that Ajido-Marujido suspected something was in the Central Tower and went there alone to investigate.

Windurst M3-3: "A New Journey"

Related: Three-Kingdom Common M3-3 "A New Journey" (→P.123)

As a bridge between nations

An Adventurer personally appointed by the Star Sibyl and summoned to the Heavens Tower. The Star Sibyl believes that Adventurers who have personally experienced the Darkness spreading across the land will understand the importance of peace. Therefore, she selects Adventurers to serve as embassy staff, acting as a bridge with the great nation of Jeuno. The Adventurer immediately flew to Jeuno and rescued Ambassador Windurst, who was collapsed in Delkfutt's Tower. They are officially appointed as a member of the embassy.



Recognizing the importance of the Skillchain with Lejuno, the Star Sibyl dispatched the Adventurer and entrusts them with a significant role.

→ Upon arriving in Jeuno, the Adventurer quickly decided to help Windurst's Ambassador, Heimi-Jikaineji.

Conversation: Ajido-Marujido of the Central Tower

Ajido-Marujido: ...Hey, are you okay? ...It looks like it's okay. The Cardians here are completely different from the ones in the city. If you get too close without thinking, you'll be in for a world of hurt. After all, these guys are my old man's masterpieces, made with all his enthusiasm. (Still, if these Cardians are still alive, does that mean my old man is also alive somewhere...?) ...By the way, how did you manage to get into this room? These guys are guarding a seal tied to the Shadow Lord. It's no ordinary seal. Only the head of the Fifth Academy is supposed to be able to enter this room. ...What did you say!? The Star Sibyl has fallen ill? You saw a star with some kind of terrifying omen? What does this mean? ... I really have to see it with my own eyes. I have to go down to the Full Moon Fountain...!

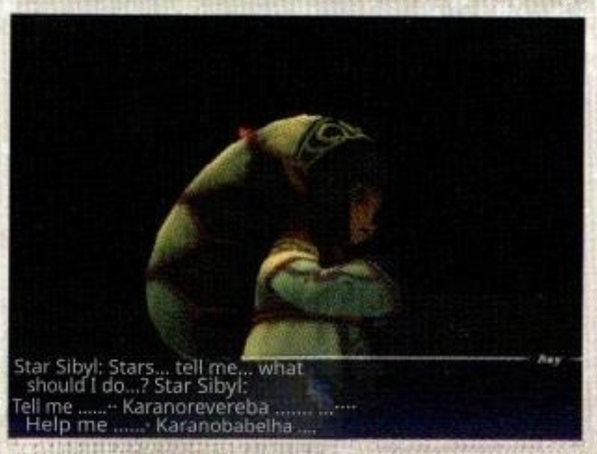
Key Item: Summons with the Star Emblem

A summons bearing the emblem of a white star. Each letter shimmers softly, like a star. It reads, "Hurry to the Heavens Tower and the Gate of the Demon World."

Receiving a summons bearing the Star Crest, or the "Star Document" for short, is a mark of being personally chosen by the Star Sibyl, and it is a great honor. Kupipi handwrites each document, letter by letter.

Pick up! What the vision reveals

The visions projected by the Magicite "Kuno Stone" in Castle Oztroja consist of three scenes: A conversation between the Star Sibyl and Karaha-Baruha about 20 years ago, a recent meeting between Ajido-Marujido and the Yagudo Avatar, and a tweet from the Star Sibyl. Scene A reveals that Karaha-Baruha read the Book of the Gods, learned the significance of the Full Moon Fountain and the Magic Tower, and then attempted the summoning. In scene B, it is implied that Windurst lost the protection of the Star Moon due to the summoning. Furthermore, © reveals the reason for the Dark Envoy's appearance (→P.96).



↑ In the scene marked with ©, the Star Sibyl seeks help. This marks the beginning of a serious incident...

Pick up! The person who attacked the priestess

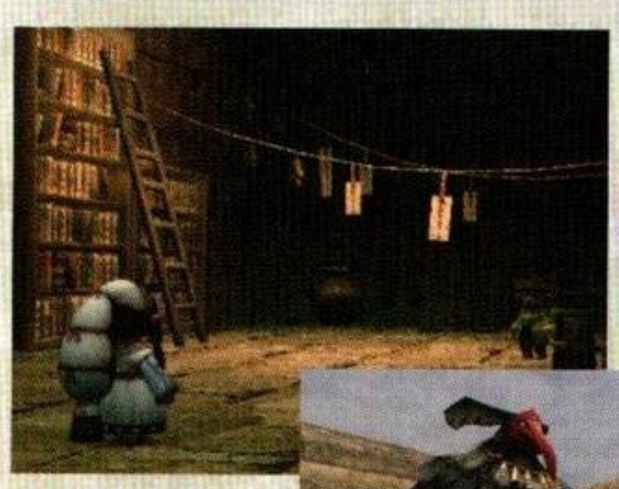
In the stories of every nation, Adventurers return home upon learning that their leaders have been attacked. However, in the case of Windurst, the letter doesn't mention the attack, and the Star Sibyl merely says, "There is also the Dark Envoy who came to me." However, this individual known as the "Dark Envoy" will play a crucial role throughout the latter half of the Mission.

Windurst M4-1: "Steal the Magicite"

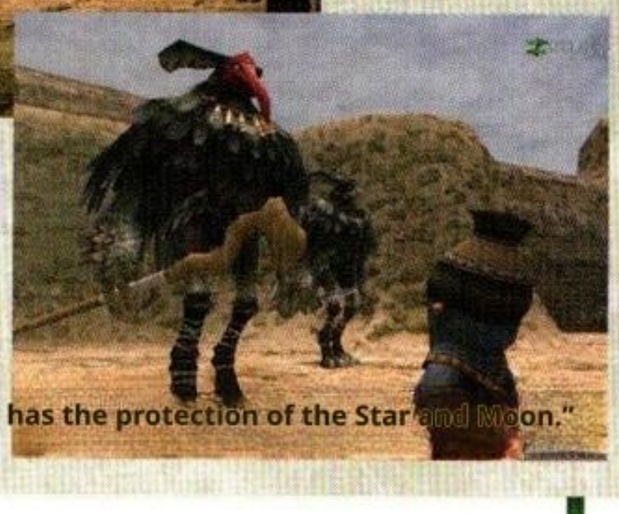
Related: Three Kingdoms Common M4-1 "Seize the Magicite" (→P.124)

Visions of the past emerge

The Adventurer, who met with Grand Duke Kam'lanaut of Jeuno on behalf of the Windurst Embassy, was tasked with seizing three types of Magicite from various Beastmen strongholds. These items are believed to be used by the Beastmen to resurrect the Shadow Lord. Adventurers on their missions catch glimpses of the past through the Magicite found in various locations. In particular, the Magicite from Castle Oztroja revealed intriguing images tied to Windurstian secrets. Moreover, the premonition of the Shadow Lord's resurrection is finally becoming more real. The Adventurer immediately reported the situation to Jeuno. Immediately afterward, reports arrive that the leaders of various countries have been attacked.



← Over 20 years ago, the Star Sibyl and Karaha-Baruha worked tirelessly to avert a fate of destruction.



→ According to the Yagudo Avatar, the current decline of the nation seems to have been caused by a summoning that took place about 20 years ago.

"Windurst no longer has the protection of the Star and Moon."

Windurst M5-1: The Last Talisman

Related: Common to all three kingdoms, M5-1 "The Last Talisman" (→P.124)

The Broken Seal of Darkness

Upon the Adventurer's return to Windurst, the talisman sealing the Shadow Lord in the Central Tower had been stolen. The Star Sibyl tasked the Adventurer with verifying the integrity of the northern barrier where the Shadow Lord is sealed. However, the seal on the barrier protecting the northern ruins of Fei'Yin had already been broken. Upon receiving the Adventurer's report, the Star Sibyl convenes an emergency meeting.

↓ Many are outraged, claiming that Yagudo violated the treaty and stole the seal talisman, but the Star Sibyl refrained from naming the culprit.

↑ Rukususu, the head of The Rhinostery and an expert on the northern lands, explains to the Adventurer about the seal talisman placed in the Fei'Yin ruins.

Urgent report regarding the Key Item Jeuno

"There is an anomaly in the Central Tower of the Horutoto Ruins, which is under the supervision of the Heavens Tower of Windurst. You are to return home immediately."

A summons for Adventurers to return to their home country. While San d'Oria and Bastok report that their leaders were attacked (→pp. 60, 82), Windurst notably reports an anomaly at the Central Tower.

Conversation: Yagudo Avatar's Tale – The Illusion of Magicite

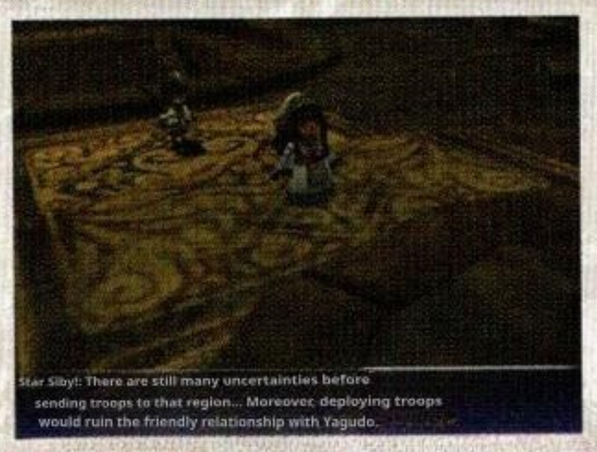
Yagudo Avatar: It's all the fault of the Tarutaru who moved that tower.

Ajido-Marujido: But even now that the Horutoto Ruins are destroyed, isn't the magic power in Sarutabaruta's land still diminishing? What is this strange thing you keep digging for underground? Isn't it because of that stone that gives off an ominous light?

Yagudo Avatar: Heh heh heh. I can't believe you've already seen that. However, it's not that stone's fault that Sarutabaruta is withering away. It's because 20 years ago... on that night when we were defeated, you did something irrevocable. Heh heh heh... Don't you get it? Go down the central tower of the Horutoto Ruins. Then, witness with your own eyes the mistakes of the Star Sibyl and the fallen Summoner. Windurst no longer has the protection of the Star and Moon.

Pick up! Windurstian soft diplomacy

With the Shadow Lord's resurgence, each of the three Altana nations hesitates to formally dispatch troops. San d'Oria and Bastok are doing so to maintain a balance with other nations, but Windurst is doing so for the weak excuse of "maintaining peace with the Beastmen of Yagudo."



↑ Since we have a peace treaty, we cannot take any actions that would escalate tensions with the Beastmen.

Pick up! The Dungeon of Darkness

The dungeon of Darkness in the Horutoto Ruins, where Ajido-Marujido was imprisoned, is a terrifying place that drains the magical power of those confined within, ultimately leading to their death. In fact, a man named Ildy-Goldy was mistakenly imprisoned in the Dungeon of Darkness in the past, and his path as a mage was cut short. ■ In Windurst M8-2 "The King and the Clown," Rukususu and Tosuka-Porika refer to this incident as "the tragedy that once occurred in the dungeon of darkness." The details of the incident are revealed in a series of Quests related to Summoner Artifact equipment (→P.418).

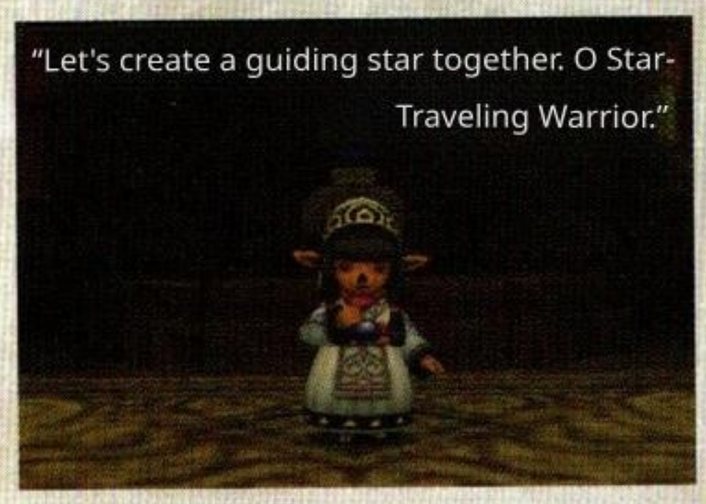
Windurst M5-2 "Return to the Depths"

Related: Three Kingdoms Common M5-2 "Return to the Depths" (→P.125)

What a single Adventurer can do

Despite the imminent return of the Shadow Lord, the Windurstian Council decided to postpone dispatching troops. It's a difficult decision, as dispatching troops in the current uncertain situation could damage the friendly relationship with Yagudo. Nevertheless, the Star Sibyl, eager to prevent war, turns to an Adventurer—someone who can act without the constraints of national allegiance—to halt the Shadow Lord's resurrection.

The Adventurer, having visited Castle Zvahl, faced the resurrected Shadow Lord and defeated him resoundingly. While Windurst's unease remained, the people welcomed the Adventurer back with joy and respect for their heroic accomplishment.



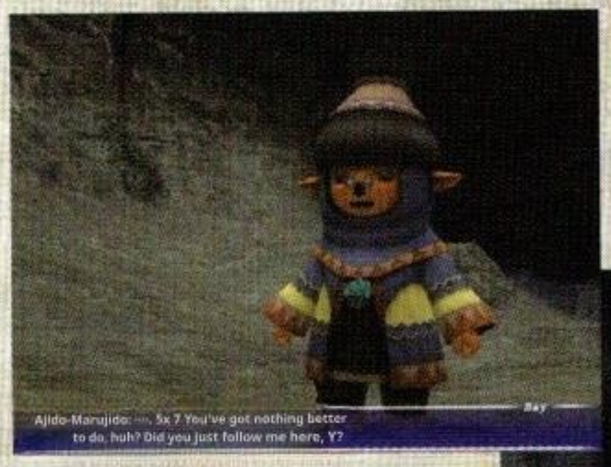
↑ While respecting her diplomatic position, the Star Sibyl, deeply troubled by the world's crisis, places her hope in the Adventurer.

Windurst M6-1: Full Moon Fountain

Related: Windurst M9-2 "Moon Reading" (→P.111)

The truth told by the Darkness-colored spring

With the Adventurer's help, Ajido-Marujido finally succeeded in activating the central tower of the Horutoto Ruins. He and the Adventurer descend from the Toraimarai Canal to the basement of the Central Tower, where they reach the Full Moon Fountain, where the first Miko received the oracle. However, the spring, which should have been reflecting the power of the stars and the moon, had completely lost its light. Semih Lafihna and his group then appeared and restrained Ajido-Marujido. Ajido-Marujido swiftly uses teleportation magic to let the Adventurer escape.



← To uncover the truth about this land, Ajido-Marujido and the Adventurer descend to the Full Moon Fountain.

→ The condition of the spring confirmed what the Yagudo Avatar had said: "Windurst has lost the blessing of the stars and moon."

← As punishment for his numerous violations of the law, Ajido-Marujido is to be placed in a prison that strips away his magical powers.

Conversation: Ajido-Marujido is captured

Ajido-Marujido: (looking at the Full Moon Fountain) Damn it! So that's what it was, after all! This "Full Moon Fountain," which is usually bathed in the Light of the Stars and the Moon, has lost its Light, so... ..... This is what the King of Yagudo was talking about! Wait a minute... If that's the case, then... the "Great Beast" the Summoner tried to summon 20 years ago...? (With Semih Lafihna leading the way, the Guardian Warriors advance)

Semih Lafihna: That's enough! You've gone too far, Ajido-Marujido. The priestess has given her permission.

Ajido-Marujido: Damn it, they've already found me! And this time, it looks like it's going to be bad. (To the Adventurer) There's no choice. I'll let you go!

Pick up! The Varga Martial Arts Tournament

The Varga Martial Tournament is a battle between Yagudo and Windurstian champions, as stipulated in the Peace Treaty. The event is held under the pretext of confirming the mutual trust between the two countries through a serious battle between their champions. However, there is a one-sided, unfair condition for Windurst: if they lose, they must increase the offerings to Yagudo.

Pick up! What is the relationship between the Star Sibyl and Karaha-Baruha?

The Hall of Hearts lies hidden deep within the Toraimarai Canal, and Adventurers must pass through either the Central Tower of Sarutabaruta or the Windurst Walls to reach it. However, there was actually a secret passage leading from the Star Sibyl's private quarters, and the Sibyl followed it to appear before the Adventurer. The intimate moments captured by the Magicite, the Star Sibyl's continued pleas for help even after Karaha-Baruha's death, and the connection between her private chambers and the Hall of Hearts—considering all of this, it appears that the Star Sibyl and Karaha-Baruha shared a special bond.

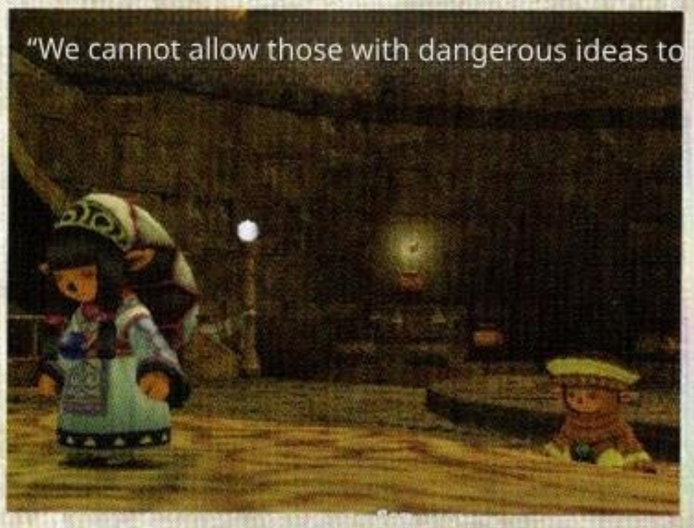
↑ The Star Sibyl appears suddenly. Did she visit this room to fill the void in her heart...?

Windurst M6-2: The Saint's Invitation

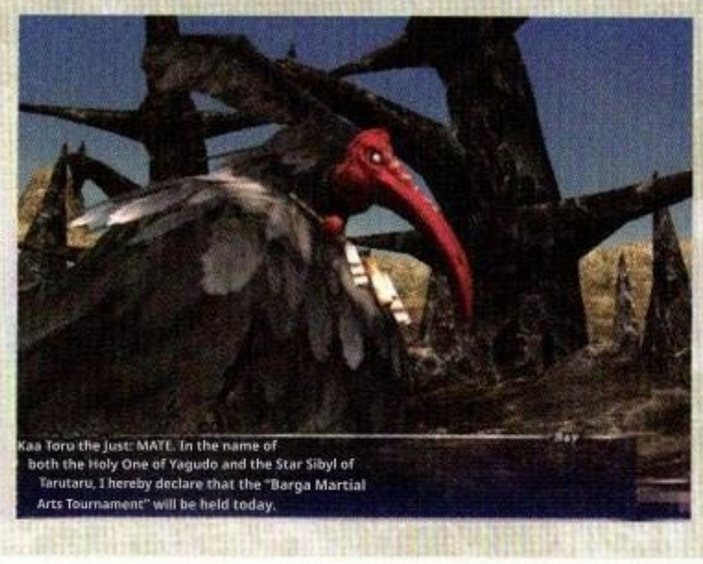
Related: Windurst M8-2 "The King and the Jester" (→P.110)

Dueling is the price for sin

Despite Apururu's protests, the sentence of imprisonment in the Darkness Dungeon of Ajido-Marujido could not be overturned. The Adventurer who helped him will also be forced to participate in the "Bulga Martial Arts Tournament," part of the treaty with Yagudo, as punishment for the crime committed. The Adventurer emerged victorious, and thanks to this achievement, their sins were forgiven. However, they were strictly forbidden from speaking about what they had seen and heard at the Full Moon Fountain.



← Apururu pleads for her brother's pardon, but the Star Sibyl dismisses the appeal, stating that those with dangerous ideas cannot be allowed to roam freely.



↑ To protect Windurstian interests, the Adventurer will face off against Yagudo's elite Warriors on Balga's Dais in Giddeus.

Windurst M7-1, Sixth Hall

Related ——

In the hidden Sixth Hall

As the Heavens Tower tightens its scrutiny of Missions, Tosuka-Porika of the Optistery issues a secret order to an Adventurer. They are instructed to head to Karaha-Baruha's laboratory, the "Chamber of the Mind," to investigate why the Book of the Gods has lost its magical power.

As the Adventurer entered the Hall of Hearts, the Star Sibyl appeared. She confessed that the summoning Karaha-Baruha attempted during the Crystal War exploited the life force of the "Great Beast." She allows the Adventurer to examine the books in the Hall of Hearts, but warns them not to enter the Full Moon Fountain. Upon receiving a full report of these events, Toscapolica entrusted the now powerless Book of the Gods to the Adventurer.

← The Star Sibyl ordered the Book of the Gods to be sealed, but Tosuka-Porika's convictions would not allow it.

→ It seems that the summoning about 20 years ago harnessed the life force of the Great Beast that protects the country.

■ Conversation: Apururu objects

Apururu: I definitely think summoning is very dangerous Magic! But, as my big brother says, if you can master that Magic...
Star Sibyl: Excessive power breeds conflict and leads to many mistakes. ... Excessive power breeds excessive desires, which can lead to the destruction of a nation. We cannot allow those with dangerous ideas to run wild. Apururu: But that's still unfair, Miko-sama. My big brother is clumsy, silly, and slow, but he's the only big brother I have! (She runs off)

■ Message: The Legend of the Horutoto Ruins

Guided by a dazzling star, the people reach that land. They found a paradise bursting with green, a land of eternity. The five fingers of the dazzling star restrain the savage beast. As the swirl of the stars of Ra faded into the white southern sky, a blue spring remained.

An ancient Song that can be read in the Hall of Hearts. Continued ■ This sets the stage for Windurst M7-2, hinting at the fact that "the six Magic Towers control the 'Raging Beast' Fenrir" and that "when the ancient people who granted the power of the stars departed for Elshimo in the south, the Full Moon Fountain was left behind."

Pick up! Research on Iru-Kuiri

In Windurst, there is a legend that says, "A great star guided the people." As a result, many Tarutaru took pride in being a people protected by the power of the stars and moon, and they disliked the idea of revealing their race's origins. However, Iru-Kuiri, who was Rukususu's mentor and a researcher at The Rhinostery, was expelled from the institute for attempting to uncover the true nature of the "Great Star."

After that, Iru-Kuiri continued his research on the one who guided the Tarutaru ancestors, working alone at the Temple of Uggalepih. He finally uncovered the truth, but then died mysteriously at the same location. His death was caused by his participation in the Northern Expedition (→P.435).

Pick up! Virtual girlfriend "Mojiji-chan"

Before disappearing, Sedal-Godjal was corresponding with Koru-Moru, pretending to be a girl named Mojiji. His aim was to deceive Koru-Moru into repaying the funds he had spent on The Aurastery. Currently, a teacher at The Aurastery is taking on the role of Mojiji.

↑ You can also tell from Koru-Moru's behavior in the Quest that he's head over heels for "Mojiji-chan."

Windurst M7-2 "Return of the Gods"

Related: Zilart M04 "Temple of Uggalepih" (→P.135)

The origin of the seeds sought by the heretic

Rukususu, the head of The Rhinostery, traveled to Elshimo Island, guided by the voice of her mentor Iru-Kuiri, which she could sense from the south. Following her, the Adventurer visits the Temple of Uggalepih on the island and sees the apparition of an ancient sage. The ancient being, who goes by the name Graviton, explains that they empowered the first Star Sibyl. He promises to aid the Adventurers, just as he once guided Tarutaru, and revives the Book of the Gods, now in the Adventurer's possession but devoid of its power.

Graviton's account supported the validity of Iru-Kuiri's research on the origins of Tarutaru. Concerned about the impact this would have on his compatriots, Rukususu instructed the Adventurer to keep this secret and, at the same time, asked him to show the Book of the Gods to Ajido-Marujido.

← For many years, Rukususu had been following in the footsteps of his mentor Iru-Kuiri, a heretic from The Rhinostery.

→ Graviton says that if the Magic Tower doesn't move, the moonlight will take the form of a divine beast and run amok.

Windurst M8-1 "Vane"

Related: San d'Oria M3-1 "The Digitalis" (→P.58)

The story of the dean who fled

The Magic School has issued a request: they want Sedal-Godjal, the head of The Aurastery, who has been missing for three years, to be found. The Adventurer who accepted the request uses the Magic Doll "Mitsukeru-kun" to track down Sedal-Godjal in Davoi, the Orcs' stronghold. He was in the midst of sealing the Orc commander, an enemy of the San d'Oria army. Sedal-Godjal says he fled out of guilt, as he had to deceive the previous headmaster, Koru-Moru, even though it was for the Aurastery's budget. The Adventurer returns to The Aurastery and explains to the teachers why Sedal-Godjal cannot come back.

↑ Sedal-Godjal was assisting the San d'Oria army at his place of refuge and couldn't return.

Conversation: Graviton speaks

Rukususu: ... I have no idea what you mean, but if it's the Magic Tower in the Horutoto Ruins, it practically stopped working 20 years ago...

Graviton: Oh no! Then, isn't the "Moon Divine Beast" that lies dormant there running amok as it pleases?! That tower is a mechanism that converts the moonlight that falls on that land into energy. If that mechanism doesn't work, the power of the moonlight will take the form of a shape-shifting divine beast... Miko, is the Magatama we entrusted to the first Miko still being passed down and protected?

Key Item: Magic Doll "Mitsukeru-kun"

A magic doll entrusted by The Aurastery. It is imbued with Magic that detects the magical power emitted by the "Ring of the Aurastery." During an Area change, it suddenly starts speaking, so you need to be careful not to miss what it says.

Mitsukeru-kun, which can sense the power of the stars and moon, sets out to find the Ring of the Head of the Order held by Sedal-Godjal and its owner. However, before it can locate the ring, it reacts to a mysterious figure. That's because the figure's true identity is the one who possesses a Star of the Moon's power even more powerful than the Headmaster's ring— the Dark Envoy (→P.111).

Pick up! The "King" has returned

It wasn't the Courses, who had long plotted Joker's resurrection, who brought the King of Cardian back to life. Instead, it was the Star Onion Brigade, a group of children (→P. 288). In the northwest Magic Tower, the Joker says, "My little friend would also be sad," and stops the Adventurer from being killed. This line is a consideration for the Star Onion Brigade, with whom he has become friends.

Pick up! Karaha-Baruha's Full Summoning

The "Full Summoning" that Karaha-Baruha used involves becoming one with the target's mind. Karaha-Baruha, having become one with Fenrir's mind, could not withstand the strain and died alongside Fenrir, but this outcome was anticipated. In truth, the prophecy of Moon Reading, which has supported Windurst since its creation, is a pact with the divine beast Fenrir for the future, and the prosperity promised therein is predicated on destruction. To avert that destruction, Fenrir had to be killed once (see the right page).

↑ Karaha-Baruha performed Full Summoning to alter the fate of Windurstian destruction.

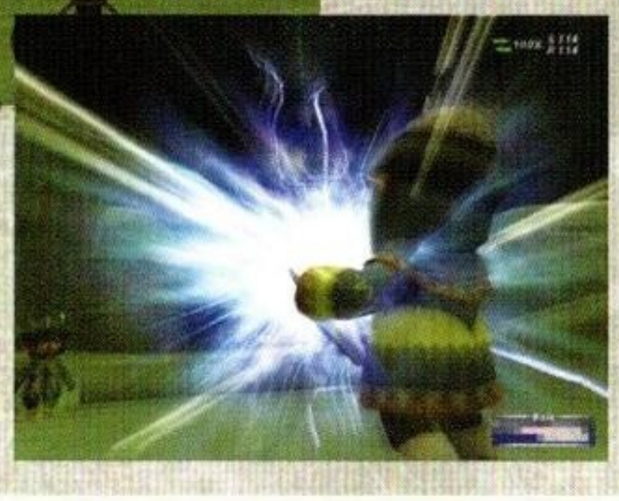
Windurst M8-2 "The King and the Clown"

Related: Windurst Q45 "Yakusoku" (→P.289)

Rescue Ajido-Marujido

At Apururu's request, the Adventurer agreed to help rescue Ajido-Marujido from the Darkness Prison. After collecting four of the Abbot's rings, which are the keys to the Darkness Prison, they pursue Semih Lafihna, who holds the remaining one, and head for the Magic Tower in the northwest. She was being outmatched by the Ace Cardians. Then, the "King" of the Cardians, the Joker, appears. He calls the Adventurer the "Star of Wishes Born from the Mikos" and orders Semih Lafihna to hand over the ring to the Adventurer. With all the rings in hand, the Adventurer and Apururu rushed to the dungeon of Darkness and rescued Ajido-Marujido. However, immediately afterward, Ajido-Marujido opens the Book of the Gods and faints.

← The Joker ordered the Adventurer and Semih Lafihna to protect the Star Sibyl from the Dark Envoy.



→ Ajido-Marujido opens the Book of the Gods and learns the truth, but he is overwhelmed by the book's magical power.

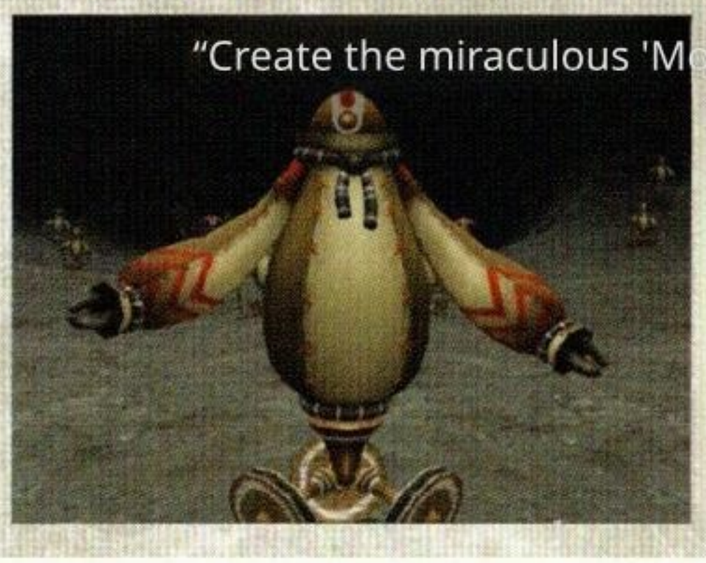
Windurst M9-1 "Dead Doll"

Related ——

Those who were brought back from the brink of death

Shortly after Ajido-Marujido awoke, the Dark Envoy appeared before the Star Sibyl. The Dark Envoy showed a fragment of the divine beast Fenrir's scale and then withdrew. When asked about the situation, the Star Sibyl finally reveals the truth from over 20 years ago. Karaha-Baruha lost his life by uniting with Fenrir through the Full Summoning, and Windurst lost its power, he said. Nevertheless, upon hearing Ajido-Marujido's words about moving forward into the future, the Star Sibyl grants him his freedom.

Shortly thereafter, Zonpa-Zippa, the former head of The Manustery, was found at the Boyahda Tree. He says that if the Joker has been revived, then Karaha-Baruha, who created him, must also have returned. Meanwhile, the Star Sibyl, who had visited the Full Moon Fountain with renewed determination to forge a path into the future, encountered the Joker. The Joker captures her, takes control of the spring, and orders the Adventurers to summon the Dark Envoy.



↓ The Joker, who was once Karaha-Baruha's puppet, and his "split self" are said to unite, reviving the power of the Star Moon. But is that true?

■ Key Item: Evernight Gloves

Gloves required to wear the five Rings of the Heads of the Houses. The rings of the five houses are fitted to the five fingers. It seems that even Tarutaru cannot wear them, only Apururu.

Upon learning of the rescue mission for his apprentice Ajido-Marujido, Shantotto lends these items to Apururu to prevent the power of the five rings from going out of control. The prototype was completed over 20 years ago, but there had been no opportunity to use it. That's why Shantotto saw rescuing his apprentice as a great chance to test the gloves' power.

Conversation: The Truth of Moon Reading

Joker: Mikos, little people, remember. From the time of the first Miko until my death, you have lived by following an age-old prophecy. That prophecy began with the First Miko's fervent wish... the "Moon Reading." By entrusting your wishes to the starlight that falls upon this land, just as you do...
Star Sibyl: ... Ahh ... That's right, I made a wish at the Tenbun Spring... Unable to bear the despair... I asked for help... from Karaha-Baruha, who died at that time. Joker: ...Yes, that wish... The last faint remnants of the starlight and moonlight's power granted that wish. And the little one has returned from the Darkness of death, still intertwined with me.

Pick up! Karaha-Baruha's plan

Even if Windurst avoids destruction through Full Summoning, as stipulated in the First Miko's contract, it will ultimately perish if it loses Fenrir, the source of the power of the stars and moon. Therefore, Karaha-Baruha had taken steps in advance to ensure Fenrir could later be resurrected. Through Zonpa-Zippa's "Secret Art of The Manustery," he bestowed a part of his life upon the Joker, preparing for his own resurrection—and that of Fenrir, now united with him—upon the Joker's return. As a result, he is resurrected as the Dark Envoy. Both the Joker and the Dark Envoy are fusions of Karaha-Baruha and Fenrir. However, Fenrir's spirit was passed on to the Joker, while the Dark Envoy became a crystallization of power without will.

Moreover, it was the Star Sibyl who triggered the Joker's resurrection. Her plea for help from the deceased Karaha-Baruha was answered by the power of the stars and moon within the Full Moon Fountain, setting events in motion.

Pick up! The Guiding Star

Windurst is said to have been guided by a dazzling star since ancient times. However, this "Guiding Star" isn't some mysterious force you can rely on unilaterally. When someone, like an Adventurer, sets out to carve their own path, they become the "Guiding Star" that shines from within. Upon observing the actions of the Adventurer and Ajido-Marujido, the Star Sibyl realizes this. She stops despairing over the present, where the future remains uncertain, and instead forges a new pact with Fenrir to take control of her own destiny.

Windurst M9-2 "Moon Reading"

Related: Windurst Q80 "Moon's Guidance" (→P.417)

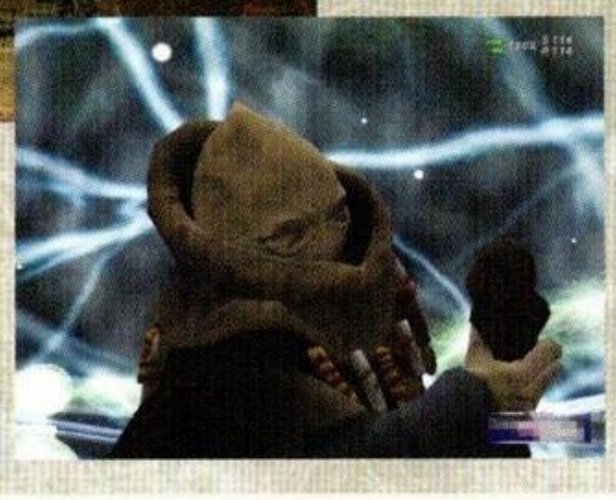
To restore what should be

Almost simultaneously with the Joker's occupation of the Full Moon Fountain, Yagudo and his allies threatened to break the peace treaty unless Holtot was handed over. The deadline for a response is the same as the Joker's remaining lifespan... Ajido-Marujido, Apururu, Semih Lafihna, and the Adventurer each work together, striving to resolve the situation.

The deadline has finally arrived. The Adventurer plays an ancient Song, summoning the Dark Envoy to the Full Moon Fountain. However, the Dark Envoy, seeking to merge with his alter ego, the Joker, went on a rampage.

The Adventurer and Ajido-Marujido engage in a decisive battle, summoning the power of the stars and moon to carve out a future.

← To summon the Dark Envoy, they needed to gather the ancient Cryu songs scattered across three locations.



→ The Dark Envoy, under the Joker's Magic, summons monsters in defiance and attacks the Adventurers.

Epilogue

Related ——

Under the new "star"

Thanks to the Adventurers' valiant efforts, the Joker and the Dark Envoy have become one, and everything is now ready. As the Star Sibyl invoked the power of the stars and moon in prayer, the divine beast Fenrir returned. Windurst regains the protection of the stars and the moon.

In the Windurstian history, which began under the guidance of the great star, a new era has dawned. This time, Fenrir only promised the dawn of a new era; astrology can no longer predict the future. However, the faces of the Star Sibyl and Ajido-Marujido shone brightly. From now on, the power of each individual's desire for the future will be the "Guiding Star" that illuminates the path -- they declared this emphatically to the Adventurer.

← In exchange for the power of the Cardian Animacule and the Yamagatsumi Orb, the power of the stars and moon will be reborn on Earth.

→ The Star Sibyl realizes that Moon Reading was an act of trying to turn wishes into reality.

Conversation: The True Identity of the Dark Envoy

Ajido-Marujido: ..... The research left here was perfect. A complete theory that transcends all systems and offers a far-reaching, elevated perspective. The Full Summoning succeeded, and he took control of the mind of the great beast Fenrir. However, a human body couldn't sustain such a vast mind. Karaha-Baruha's body died, and that ended up killing even the divine beast Fenrir... ..... Yes, the resurrected dead ..... The "Black Dead" is Karaha-Baruha, and he is also Fenrir.

Dialogue: A New Moon Reading

(The Joker and the Dark Envoy merge, and Light bursts forth from the Cardians) Semih Lafihna: ...What in the world...!

Apururu: ..... The hearts of the Cardians ·· ·..... becoming one .....!?

Ajido-Marujido: .....! Miko-sama, the Joker is...!

Star Sibyl: (looking up at the Light) That Light... and I am the one who will turn that Light into the Star of Hope... Now, Star Moon, grant my wish... In this promised land... The breath of the divine beast Fenrir...

(Fenrir is resurrected)

Fenrir: ... Human, yes, that is ... the power to shape the future.

Scenario Staff Q&A

Q&A with the Scenario Staff

~Federation of Windurst Edition~

Q When you thought about the country of Windurst and the story that unfolds there, what did you envision?

Sato: We aimed to create a gateway for "FF" fans who are experiencing an MMO (massively multiplayer online game) for the first time. During the planning stage, there was a desire within the development team for an amusement park-like atmosphere, with suggestions like "Let's make it a land of fireworks." Elements like the residents living in harmony with the natural environment and the many comical characters around a large tree were inspired by "Mana of the Sword," a series I was a fan of. However, I felt that the Mission's story needed to be toned down. If we were to create Tarutaru based solely on its outward appearance, it would be too cheerful and wouldn't balance well with the other countries. After Mr. Kato (Masato Kato, the scriptwriter) told me that "each race has its own darkness in its heart," I built a story around Tarutaru overcoming timidity, which represents that darkness.

Q: There are a lot of unfamiliar words, and the story unfolds in an unusual way, with the whole country being bound by a prophecy and trying to change that. Why did you choose such an unconventional setting? Sato: Windurst is a land of Magic, and Tarutaru are a race with an appearance closer to fairies than to basic humans. So, I thought that even if we included a lot of unique settings, it wouldn't feel out of place. I was worried about whether players would be able to keep up with all the specialized terms, but I addressed that through Quests and other methods.

Q: The Windas Mission features meticulously crafted foreshadowing. Was the main storyline planned from the start?

Sato: That's right. I think the background elements like maps and gimmicks are crucial for telling the story. However, before you can assign those to other staff, you need to have a clear idea of where they'll appear in the scenario. So, while leaving room for flexible changes, we finalized the main storyline early on. For example, this includes things like "Fenrir was actually dead" or "This is how Moon Reading works."

Q There are areas like the Full Moon Fountain and the Astrological Fountain that are deeply connected to Fenrir and Moon Reading. But are there any other locations you placed specifically because they were necessary for the story?

Sato: We also requested the Horutoto Ruins first, saying, "We're definitely going to use them, so we want them done this way." That location was incredibly easy to use. It was like, if there's a problem, let's just send them there for now, and oh, it's a good thing we made a Darkness Prison (laughs). On the other hand, Mi There are some locations that were created for missions but ended up not being used. The Earth Room, which is the final destination in "The Great Tree of the Stars," was initially intended for a Mission, but it ultimately proved useful when creating the Black Mage Artifact quest.

Q: What did you focus on when creating the character Tarutaru?

Tarutaru Sato has a cute appearance, but I don't let that sway me. Instead, I decide on the character's setting based on how it fits into the story, just like in a typical drama, thinking things like, "This kind of character would be interesting," or "This guy would help the story flow." Ajido-Marujido also became a cool character as the story progressed. Initially, I had Kupipi as a quiet character, but then Mr. Kato told me to make him more lively, and that's how he ended up as such a sharp-tongued, wild character (laughs). Personally, I like Shantotto too, but my absolute favorite is Apururu. Their father, Zonpa-Zippa, is quite the character, but I think it's precisely because they have such a crazy dad that the kids turned out so well, and their bond as siblings grew stronger.

Q Mithra also lives in Windurst, so why did you place them in the same country as Tarutaru?

Sato: First of all, I thought, "We need someone to protect Tarutaru when she casts Magic." So, we chose Mithra, a country rich in nature that fits well and doesn't tarnish Tarutaru's cute image. However, since Tarutaru has many characters who act on their own, there's a risk that the overall atmosphere of the country could become too gentle. To address this, we took care to include more characters in Mithra who are a bit stricter. The reason these characters don't feature much in the main Windurstian story is that Mithra's autonomous region, Kazham, wasn't yet implemented when "FFXI" first launched. I'm planning to tell their story in Kazham.

Q Are there any parts that were created in response to player feedback?

Sato: Aside from the characters essential to the story's progression, we aimed to include others based on player popularity. For example, they play a key role when Apururu and Shantotto free Ajido-Marujido from the dungeon of Darkness. Without player feedback, I don't think these characters would have appeared as often. I included the ring-collecting episode because I wanted to make Apururu chatter nervously and say, "Help me, player!" Another example is in "Windurst M2-3: Great Powers." When we had Kupipi express disappointment, asking if there were any souvenirs, players told us they wanted to somehow give Kupipi a present. So, we made it possible to give her Rolanberry, her favorite. That's why I think the ease of getting feedback is a unique strength of "FFXI."

Q As a creator, which Mission stands out to you?

Sato: If I had to pick one, it would be Windurst M3-1, "To Each His Own Right." I think I was able to depict the clash between Ajido-Marujido and Semih Lafihna in a way that was easy to understand. After that conversation, Ajido-Marujido goes to meet Yagudo in Windurst M4-1, "Steal the Magicite."

Planner

Yaeko Sato

Yaeko Sato

Responsible for all Windurst-related matters and Kazham Quests. She said that the most challenging part was creating Quest branches. Notable works: "FFVI," "FFXI," "DuPrism," and "Vaygrunt Story"

I put it in as a flashback during "eh," and I remember that part well, too. Ajido-Marujido shoots Magic while walking, which is a design choice that ignores the actual game system (lol). However, it was tough to create, so I'm glad it turned out cool.

Q Could you share any episodes about the hero Karaha-Baruha, who holds the key to the story?

Sato: We decided to keep Karaha-Baruha's face a secret, so even in illustrations, his eyes are often hidden by shadows. That might have added a nice touch of mystery to his character. I imagine there was a faint romantic feeling between him and the Star Sibyl. One of the initial plot ideas was that "a person involved in the oracle and forbidden from marriage discovers love," which then shaped how the two characters are portrayed throughout the story.

Q Is Rukususu's fixation on the death of his mentor, Iru-Kuiri, also driven by romantic feelings?

Sato That's right. Iru-Kuiri's shadow was too faint, so I thought I'd add some shine to it (laughs), and that's why I included that episode. There's a significant age gap, and it's a one-sided crush from Rukususu, a female college student who has a crush on the professor. By the way, Rukususu is described as having a pleasant scent, and in the story, other Tarutaru characters comment that he is handsome.

Q What kind of being is this Dark Envoy?

Sato: The Dark Envoy appears before the Star Sibyl because Karaha-Baruha's spirit lingers, but it's not trying to harm her. I explained to the designer that the character was based on Tarutaru and asked for a design that was "really scary." The small stature is a Tarutaru element. I didn't specifically intend for the head shape to resemble an onion head, which is one of the facial patterns of the Tarutaru men. However, I'm glad that it sparked people's imagination, leading them to think things like, "Karaha-Baruha had an onion-shaped hairstyle."

Q There's a story that goes, "Zonpa-Zippa used to constantly follow Karaha-Baruha, and as a result, the Manustery's secret techniques were surpassed only by Karaha-Baruha's." Was Zonpa-Zippa acting that way because he was infatuated with Karaha-Baruha?

Sato: No, he wasn't admiring her; he was trying to use her. I think he recognized Karaha-Baruha's genius but also struggled with not wanting to admit it. More than that, though, he likely had a more calculating motive: "If Karaha-Baruha succeeds in his amazing research, it will be thanks to me, and if I stick with him, I'm bound to benefit."

Q What was the intention behind including so many Quests that complement the Mission's story?

Sato: I thought that approach would make it easier for players to immerse themselves in the story and enhance its overall appeal. Also, the total number of Missions was set from the start, and there was a limit to how much we could expand the scope of a single Mission. So, we used Quests to fill in the gaps where we couldn't cover everything. We conceived the Star Onion Brigade story, among others, as a perfect complement to the Mission narrative, running parallel to the main story. However, for Quests like the Star Onion Brigade story that complement the main story, we had to create multiple branching paths without any inconsistencies, which was quite challenging. Branches are a feature that players find worth replaying, and while we initially enjoyed creating them, towards the end, it became a bit of a chore (laughs).

Q In the Star Onion Brigade story, we learn that the merchant Honoi-Gomoi is secretly working to obtain the Joker's Animacule, but what is his ultimate goal?

Sato: He's aiming to resurrect his ancestor, the "Whirlpool Mage," thinking that if he revives the Demon Lord, he'll also be rewarded. That's what he's doing. That story is also connected to the Summoner's Artifact Quest, but I hope there will be more opportunities to explore Honoi-Gomoi's story in future Quests and other content.

Q You mentioned that you were also responsible for Kazham Quests in addition to Windurst. Which ones did you create specifically?

Sato: For example, Frontier Quest 12, "The Road to King Opoopo." For this Quest, I made it really tough, but I also wanted the rewards to be great, so I designed it so that you get a crown at the end. I wanted an Item that looked like that myself (lol). I thought it would be too difficult, so I planned to add hints later. However, I was surprised to see so many people who had already completed it. But, well, when a lot of people are wearing that crown, the screen looks fun too, so maybe it was a good thing? I also handled the Quest featuring the con artist Magriffon. I like Magriffon, but he's not very popular because he's too devious (lol). He wants lodging, so he uses clever words to trick Adventurers, but I hope we can add a story in the future that reveals his true identity.

Q What are your thoughts on Windurstian characters appearing in other stories, such as "Treasures of Aht Urhgan" and "Wings of the Goddess"?

Sato: I hardly touch those scenarios, but I'm happy that Shantotto was used. When it was decided that she would appear in "Dissidia FF," I was happy to check the lines and even humbly suggest to the voice actor, "Shantotto is a much worse character!"I even humbly offered my opinion (laughs). I share Saito's (Mr. Tomio Saito, the planner) sentiment: I don't want Shantotto to lose. In "Heroines Combat," the setting is that it's not her who loses, but her doll. It's an honor to see her featured as such an invincible character in various places. I incorporate elements I personally enjoy into everything I work on, not just Shantotto. So, it's a real pleasure when people like what I create, and it motivates me as a creator.

MISSION STORY GUIDE

Three Nations Missions

Common Mission

Impressive Scenes

On Balga's Dais

Common Three Kingdoms Common M2-3 "Travel to other countries," and more

(Two shadows confront each other in the path of an Adventurer who has stepped into a Magic Circle after receiving a request for investigation)

Seeker: Heh heh heh. You fools. I can't believe you fell for such a pathetic lie and came all this way. I am that terrifying monster. Why, I'm going to gather an army of Beastmen once again and slaughter all of you humans.

Semih Lafihna: Rally the Beastmen? You can't be serious—you're not planning to start another Crystal War, are you?

Sarcher: Hehehe, you're quick to catch on. Eventually, humans will fully realize who truly rules this land—humans or Beastmen. However, You'll never know that. Because you're going to die right here, right now! Answer my call, O evil dragon! My enemy is thy enemy. Become my sword and strike down the foe before me!! (Summons a Black Dragon)

Semih Lafihna: A distortion in space. ...No way, this is!? ..... A Dragon? Heh... hehe. There's no way that could be it. It seems I was overthinking it.

(Semih Lafihna shoots the Black Dragon with the bow and arrow he has acquired)

Semih Lafihna: Huh, so that's the best your prized pet can do?

In Ru'Lude Gardens

Three Kingdoms Common M4-1: "Steal the Magicite"

(Adventurer visiting the Grand Duke Palace at the request of Grand Duke Kam'lanaut of Jeuno)

Kam'lanaut: Ah, the new embassy staff member, I see. I am Grand Duke Kam'lanaut of Jeuno. I have a matter that requires a bit of assistance from your country.

Eald'narche: Hello there. Nice to meet you. I'm Eald'narche. Nice to meet you.

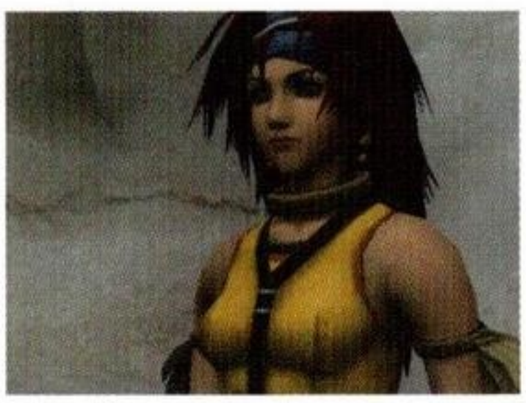
Kam'lanaut: He and I are blood brothers. You might find it annoying, but I'm just listening in, so don't worry about it. Let's get to the main topic. I asked you to come today because I have a mission for you. You've heard the rumors about the Shadow Lord, haven't you?

Eald'narche: In Davoi, Beadeaux, and Castle Oztroja

It seems that the Beastmen who dwell there are plotting the resurrection of the Shadow Lord.

Kam'lanaut: It seems they're trying to harness the power of three mysterious stones called "Magicite." To foil their plan, I need you to retrieve three types of Magicite—one each from Davoi, Beadeaux, and Castle Oztroja.

Eald'narche: Magicite, huh... What does that mean? We need to be careful, you know. Because we can't give our world to anyone. The Beastmen are probably also laying traps and waiting. If we don't gather solid information before we go, we'll be playing right into their hands.



In Fei'Yin

Three Kingdoms Common M5-1 "Ruins of Fei'Yin" and more

(The Dark Knight Zayd speaks to the Adventurer who has entered Fei'Yin)

Zaid: Do you know? Long ago, the three nations jointly investigated this cursed land... That was already 30 years ago. Raogrimm, the swordsman of Galka; Cornelia, the female fighter of Hume; Ulrich, the Warrior of Hume; Francmage, the knight of Elvaan; Iru-Kuiri, the White Mage of Tarutaru; and Lavanta, the Ranger of Mithra. They were all said to be great heroes. However, even then, the investigation was interrupted by an accident, and not much was learned. Raogrimm and Cornelia died, and I heard that all the other members also met untimely deaths afterward, but... Perhaps they really did awaken it. The terrifying Curse that slumbered in this land... the Ancient Calamity...

Lion: The ancient calamity... That's what the Shadow Lord's apparition said. It was you humans who awakened me, it said. Hatred, fear, envy, arrogance, and ignorance ... The calamity will engulf the entirety of Vana'diel, it said...

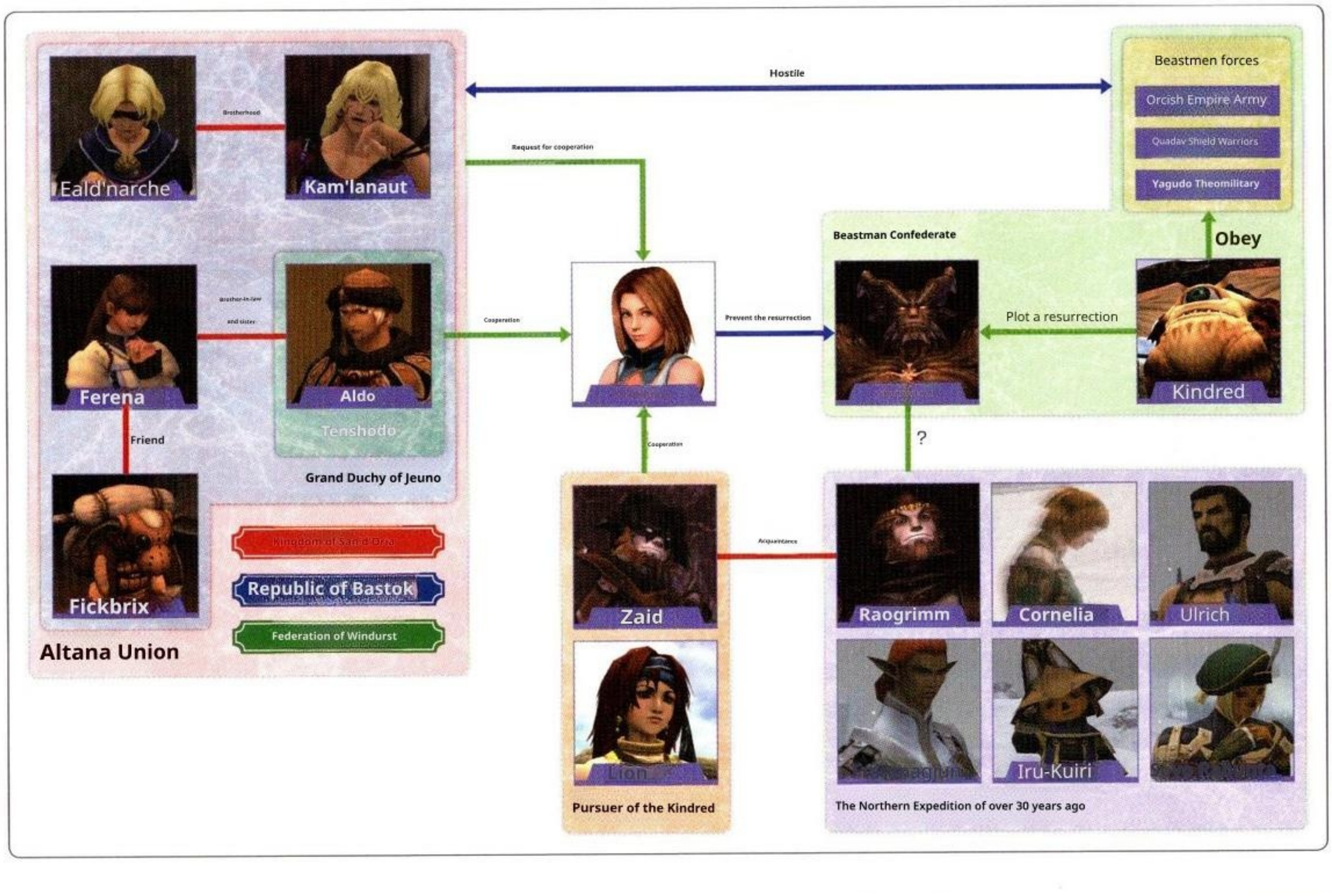
Zaid: His phantom? I see... The blessed land of Vana'diel will be filled with great calamity. The ancient seal that had kept the darkness at bay for tens of thousands of years is now breaking, and an endless nightmare is about to awaken. The blood of the innocent will flow across the land, and the world will be engulfed in fear, sorrow, and despair.

Lion: But that doesn't mean there's no hope... There is one star that shines through even the stormiest of nights. There is a song that flows, unquenchable by the roar of any beast. That's right. Proud individuals armed with wisdom, courage, and conviction... Now, awaken from your deep slumber and rise, you legendary heroes, the Crystal Warriors... A song from long ago ..... The legendary Crystal Warrior, huh...

Zaid: It's just an old legend. I'm going ahead. I don't think I'll find out anything now, but I'm curious.

Characters

Three Nations Missions



Agents involved in local investigations

Lion

Lion

Main appearance scenes

"Travel to Other Countries" and others

Three Kingdoms Common

M4-1 "Steal the Magicite"

Zilart M06

"A New World"

Jeuno Q76

"What do you think about while you're in the world?"

Main location:

Horlais Peak

"Those days of battle "Is he coming back?"

A Hume woman from the frontier land of Norg who independently investigates the activities of the Beastmen and the Kindred. While investigating Beastmen outposts across the land, she meets an Adventurer. Together, they uncover the Kindred's plot to resurrect the Shadow Lord and work together to thwart the plan. She has a strong will and a cheerful personality, and is well-versed in the world's current affairs and various legends. She has long-standing friendships with the Dark Knight Zaid and Aldo of Tenshodo.

A dark knight on a journey

Zeid

Zeid

Main appearance scenes

Common to all three kingdoms M5-1

"Ruins of Fei'Yin" and others

Bastok M9-2 "Encounter of Two Blades"

Zilart M01

"A New World"

Bastok Q75

"Dark Sword"

Main location:

Fei'Yin

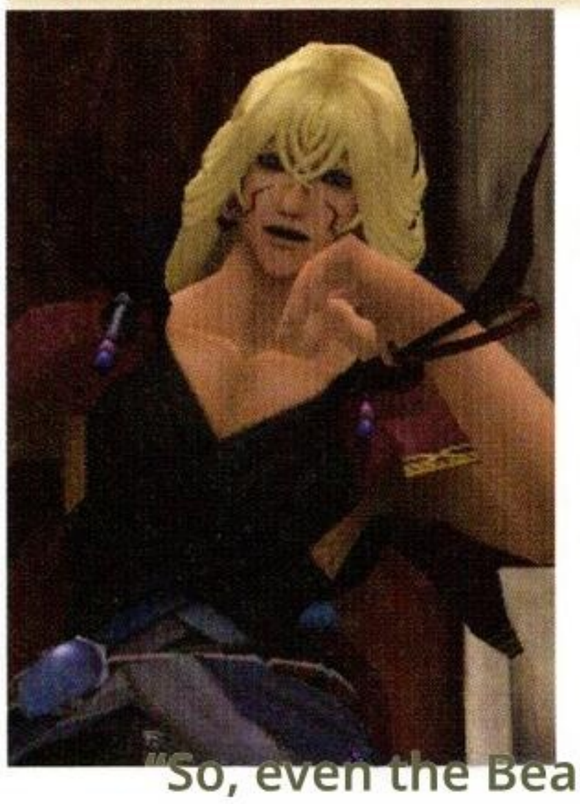
"The Shadow Lord certainly died 20 years ago. What are you talking about, a resurrection now?"

A Dark Knight of Galka who wanders in pursuit of the Kindred. He holds the position of No. 2 in the Bast Ooke Mythril Musketeers, but he describes himself as just a knight on a journey. He appears before Adventurers visiting Fei'Yin and shares stories about the expedition sent north over 30 years ago and the legends of the Crystal Warrior. He dismisses the plot to resurrect the Shadow Lord as a silly rumor, but a sense of unease grips him, and he makes his way to Castle Zvahl, the former stronghold of the Shadow Lord.

The leader of the Altana Alliance

Kam'lanaut

Kam'lanaut



Main appearance scenes

Common to all three kingdoms M4-1

"Take the Magicite"

Zilart M01

"A New World"

Zilart M08

"Return to Delkfutt's Tower"

Jeuno Q76:

"What do you think about while you're in the world?"

Main locations: Ru'Lude

Gardens and the Audience Hall

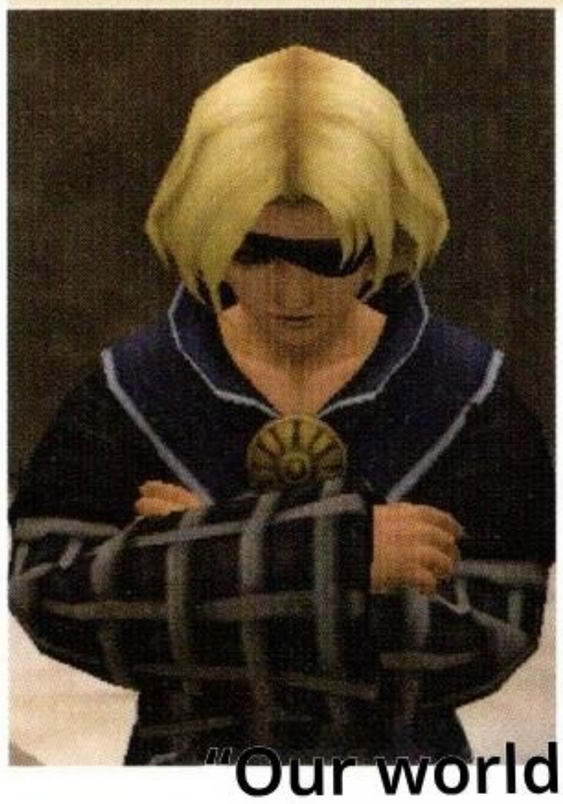
"So, even the Beastmen are guided by a great power..."

Grand Duke Jeuno. About 30 years ago, while adrift on the Shu'Meyo Sea with Eald'narche, he was rescued by a Jeunoan fishing boat. With his wisdom, he rapidly transformed Jeuno from a humble fishing village into a major city-state. During The Crystal War, he advocated for the Altana Alliance, which united the outnumbered human kingdoms, and contributed to the victory of the humans. Strangely, his appearance hasn't changed at all in the past 30 years.

A child prodigy with an unexpected power

Eald'narche

Eald'narche



Main appearance scenes

Common to all three kingdoms M4-1

"Take the Magicite"

Zilart M01

"A New World"

Zilart M08

"Return to Delkfutt's Tower"

Jeuno Q76:

"What do you think about while you are in the world?"

Main locations: Ru'Lude

Gardens and the Audience Hall

"Our world because we can't give it to anyone."

The archduke's brother, who wears a large eye patch over his left eye. He is a prodigy with vast knowledge and a keen political sense, and is permitted to participate in the governance of Kam'lanaut. He looks like a young boy, but his appearance hasn't changed in 30 years. He also seems to possess a mysterious ability to read people's minds, giving him an otherworldly aura. He seems interested in Ferena, who has a strong ability to resonate.

The young leader of the Blade organization

Aldo

Aldo

Main appearance scenes

Common to all three kingdoms M4-1

"Take the Magicite"

Zilart M02

"Pirate's Lair Norg"

Zilart M08

"Return to Delkfutt's Tower"

Jeuno Q76

"What do you think about the world?"

Main locations:

Lower Jeuno, Tenshodo

"It's none of my business. I'm done dealing with the Beastmen."

The leader of Tenshodo, a secret organization that holds significant sway in the underworld of the Grand Duchy of Jeuno. Caught in The Crystal War, he became a war orphan. However, through the introduction of Norg's leader, Gilgamesh, he was adopted by the previous leader, Grezzo, and took over Tenshodo. Having been separated from his sister during the war, he developed a strong hatred for the Beastmen and dislikes the fact that his sister-in-law, Ferena, interacts with the Goblins living in the city.

The root cause of unprecedented war damage

Shadow Lord

Shadow Lord

Main appearance scenes

Common to Three Kingdoms M4-1

"Take the Magicite"

New Three Kingdoms Common

Zilart M01

"A New World"

Altana M08

"Daughter of Eternity"

Main locations:

Castle Zvahl, Throne Room

"Not even death can stop me anymore!"

The instigator who started The Crystal War over 20 years ago. He suddenly appeared in the north and, using force, united the various Beastmen factions to form the Beastman Confederate. He declared the extermination of humanity and unilaterally declared war on all human kingdoms. He waged war with boundless hatred for the human race, but was ultimately slain by human heroes. Rumors persist that the recent surge in activity among the Beastmen factions could be linked to the resurgence of the Shadow Lord.

A girl who hopes that orcs and humans can join hands

Ferena

Verena

Main appearance scenes

Three Kingdoms Common

M4-1 "Steal the Magicite"

Zilart M08

"Return to Delkfutt's Tower"

Jeuno Q7a

"Shadow of the Dead"

Main appearance location:

Lower Jeuno

Aldo's sister-in-law and the daughter of Tenshodo's predecessor, Grezzo. She interacts with the Jeunoan Goblins, who face discrimination, with the aim of creating a world where humans and Beastmen work together. Especially Fickbrix, a friend with whom she shares a strong bond.

A Goblin who dreams of a future without racial barriers

Fickbrix

Fickblix

Main appearance scenes

Common to all three kingdoms M4-1

"Take the Magicite"

Zilart M12

"Mithra and the Crystal"

Main appearance location:

Lower Jeuno

A Goblin boy who is close friends with Ferena. Known as "Fick." Dreaming of a time when humans and Beastmen help each other, he plants a flower seed in a corner of the city with his wish, eagerly awaiting its blossoming. He sets out to persuade the Beastmen in an effort to cheer Ferena up, but...

An elderly Goblin living in a human society

Muckvix

Mackvix

Main appearance scene:

M4-1 "Take the Magicite"

Bastok Q67

"Find Movalpolos"

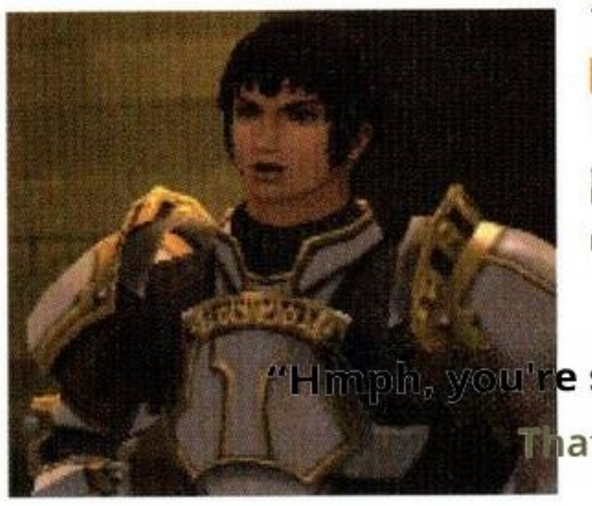
Main appearance location: Lower Jeuno, Muckvix Junk Shop

An elderly Goblin who runs "Muckvix Junk Shop" in Lower Jeuno. Taking advantage of human greed, he deliberately opened a shop and does business in Jeuno. While he has no intention of actively partnering with humans, he does show understanding for Fick's ideal of living together.

The Grand Duke's loyal commander of the Imperial Guard

Wolfgang

Wolfgang



Main appearance scenes

Common to all three countries

M3-3 "Assignment to the Jeuno Embassy" and others

Promathia 1-1

"Baptism of Life"

Aht Urhgan M06

"Tōfū"

Main location:

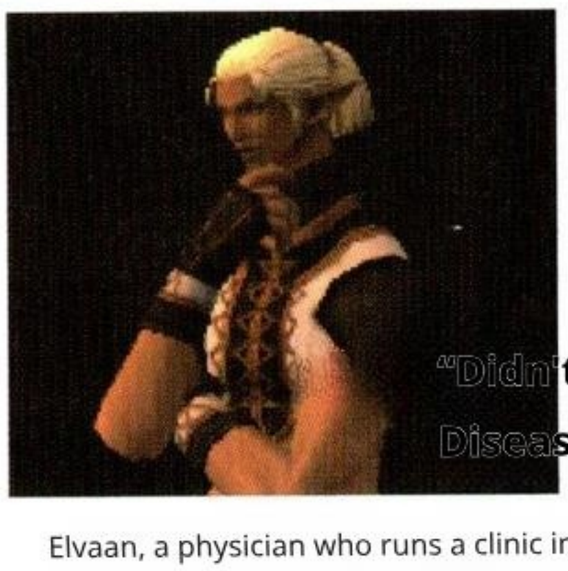
Ru'Lude Gardens

The captain of the Grand Duke's Imperial Guard, who protects Kam'lanaut. He also serves as the point of contact for Jeunoan foreign affairs. Given the heavy responsibility of being made captain at a young age, he tends to throw himself into his duties. He has also grown distant from his childhood friend Monbreaux recently.

The doctor who safeguards Jeuno's health

Monbreaux

Monberaux



Main appearance scenes: Common

"Assignment to the Jeuno Embassy" and others

Promathia 1-1

"Baptism of Life"

Jeuno

Q8: "Gentle Kaleem"

Main locations:

Upper Jeuno, Monbreaux Clinic

Elvaan, a physician who runs a clinic in Upper Jeuno. He specializes in medical treatment that doesn't rely on Magic, and with his gentle nature, he's highly regarded by the Jeunoan people as a trusted advisor. His motto is, "Disease knows no borders."

Operating behind the scenes of the Beastmen faction

Kindred

(Spotter, Seeker, Searcher)

Spotter, Seeker, Searcher

Main appearance scenes

M2-3 "Travel to other countries" and others

Main locations:

Horlais Peak,
Waughroon Shrine, Balga's Dais

Monsters have once again rallied the various Beastmen factions. They plot to resurrect the Shadow Lord, bringing an end to the Age of Humans. It seems they are building huge Magic circles deep within the Beastmen's frontline bases across various regions, and are preparing to initiate something.

The Talekeeper of Galka, who vanished over 30 years ago

Raogrimm

Raogrimm

Main Appearance Scenes

Three Kingdoms Common

Bastok Q70

"200 Years of Misunderstanding"

Special

01: "The Hazy Land of 'Dunamis' (Raogrimm)"

The captain of the Joint Northern Expedition, which was dispatched to the north over 30 years ago. He was the then-captain of the Mithril Musketeers and also the Talekeeper, the leader of Galka, but he went missing while exploring the North. He was said to have been particularly close to Cornelia, who was also a musketeer.

A female musketeer who shared Raogrimm's ideals

Cornelia

Cornelia

Main appearance scenes

M4-1 "Steal the Magicite"

Bastok Q74:

Special 06

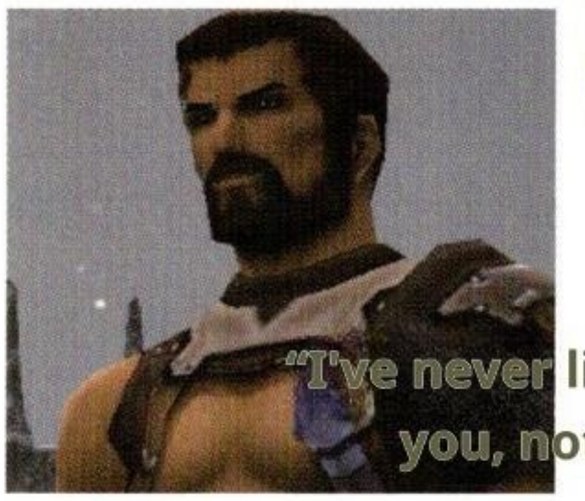
"Dynamis: Bosdin Edition"

A female Mithril Musketeer and fighter, dispatched to the Northern Expeditionary Corps. She was known as the "Gunslinger loved by all" and held in high esteem for treating everyone equally, without favoritism. During an investigation in Xarcabard, she and Raogrimm went missing, and their fate remains unknown.

The Gunslinger Squad's fierce swordsman

Ulrich

Ulrich



Main appearance scene: Common

"Steal the Magicite"

Bastok M9-2

"A Double-Edged Encounter"

Special

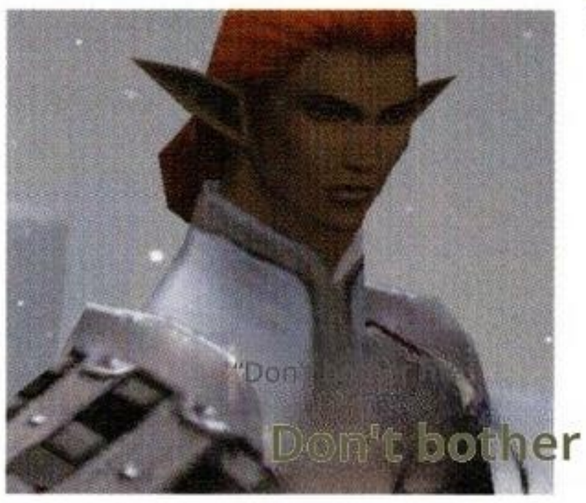
A Mithril musketeer who was part of the Northern Expedition. He was a racial supremacist and disliked Raogrimm, who advocated for interracial harmony. Upon returning from the expedition, he succeeded Raogrimm as the Musketeer Corps captain, but he soon died under mysterious circumstances.

The arrogant knight of Elvaan

Francmage

Francmage M

Mistalle



Main appearance scene: Common

"Take the Magicite"

Special 02

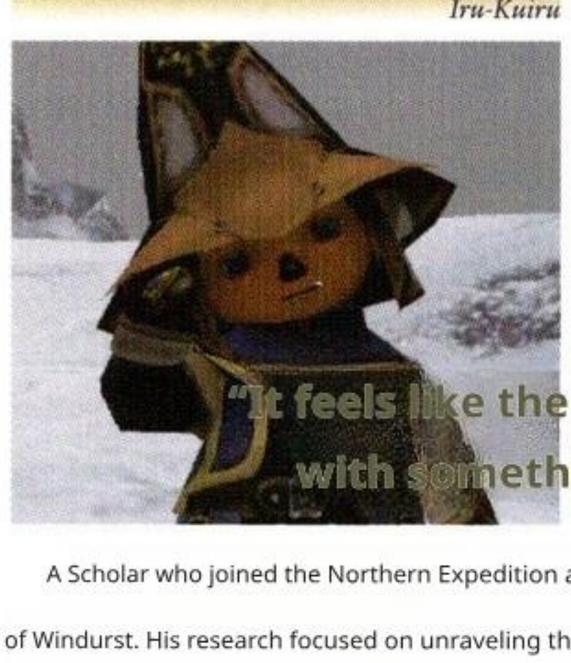
Dunamis: San d'Oria Edition

A Royal Knight and Count, dispatched by the Kingdom of San d'Oria to join the Northern Expeditionary Corps. He exhibits a typical Elvaan temperament, often displaying arrogance and a tendency to look down on other races. After returning home from the failed northern expedition, he was attacked by an unknown assailant and died a strange death.

Rukususu's mentor, who devoted himself to research

Iru-Kuiri

Iru-Kuiru



Main appearance scenes: Common

"Take the Magicite"

Special 04

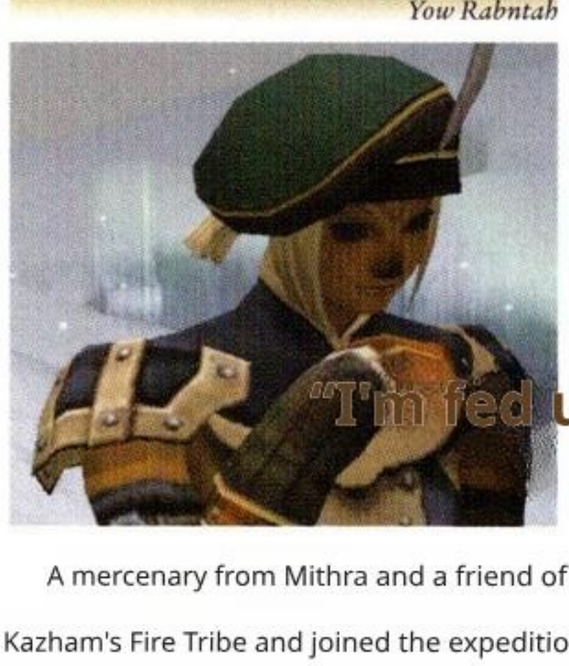
"Dynamis: Windurst Edition"

A Scholar who joined the Northern Expedition as a representative of the Federation of Windurst. His research focused on unraveling the origins of Tarutaru, a topic that was considered heretical within the country. After returning home, he moved to Elshimo Island to continue his research, but he met a strange death.

A mercenary who left a lasting scourge on the tribe

Yow Rabtnah

Yow Rabntah



Main appearance scenes

Three Kingdoms Common

M4-1 "Steal the Magicite"

Windurst Q78:

Special

"Dynamis: Windurst Edition"

A mercenary from Mithra and a friend of Iru-Kuiri. He hailed from Kazham's Fire Tribe and joined the expedition under the guise of protecting Iru-Kuiri. However, shortly after returning home, he met a mysterious end. It is said that he carried a powerful bow by his side.

Background information on the story — Three Nations Missions

Kindred

Related: Common to all three kingdoms M2-3 "Travel to other kingdoms" and more (→P.122)

Just before The Crystal War, these monsters appeared in Vana'diel alongside the Shadow Lord. As the Shadow Lord's elite guard, they wielded overwhelming power, wreaking havoc during the subjugation of Beastmen forces across the land and in The Crystal War that followed. There are races such as the Demon, Ahriman, and Taurus, and due to their evil powers and appearance, they are believed to have come from the Underworld. They were supposed to have vanished the instant the Shadow Lord was defeated, but in recent years, they have reappeared and are said to be gathering in Valdeaunia.

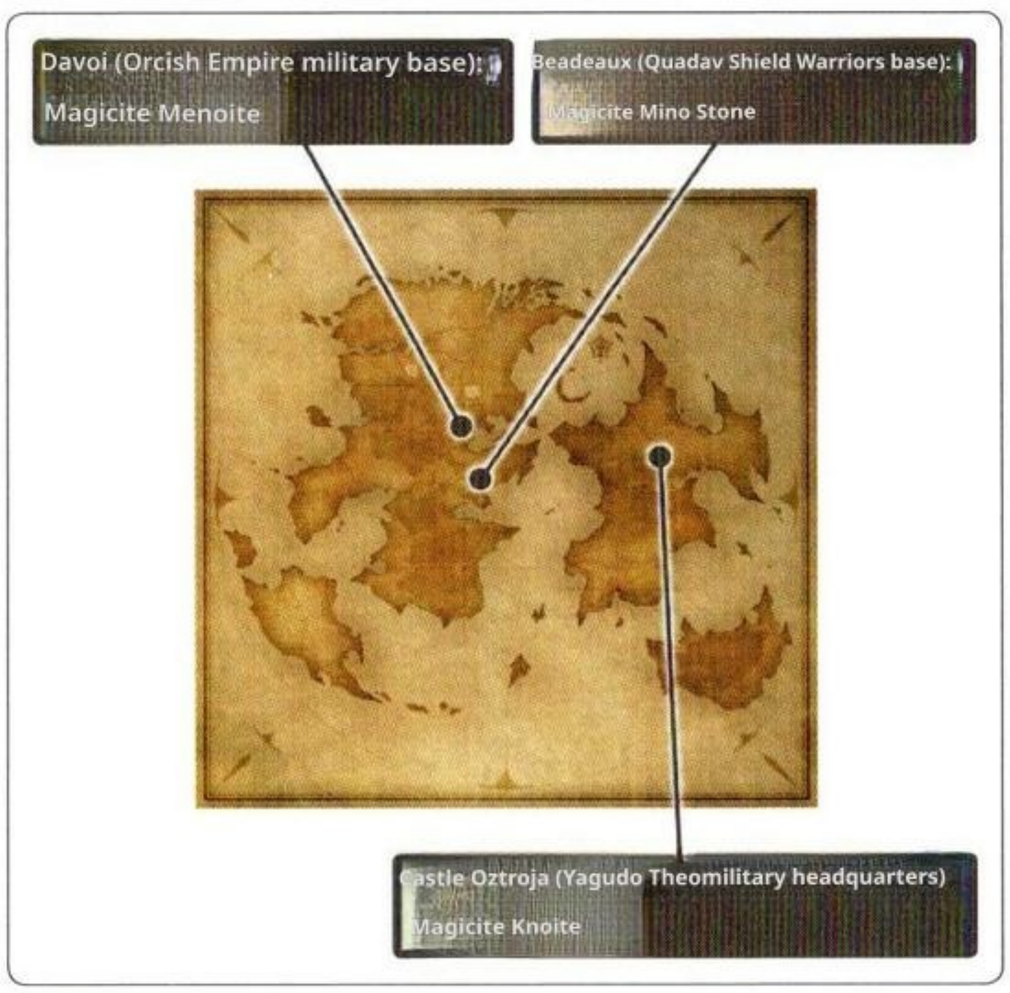
← Many of the Kindred resemble legendary demons in appearance. Their power is formidable, and some even command evil dragons.

Magicite

Related ■ Three Kingdoms Common M4-1 "Steal the Magicite" (→P.124)

Mysterious crystals that Beastmen factions across various regions are refining at their respective bases. It holds mysterious powers and is believed to be necessary for the resurrection of the Shadow Lord, but the truth remains shrouded in mystery. According to Grand Duke Kam'lanaut of Jeuno, who investigated the stone, it possesses a power similar to that of a Crystal, but with a distinct, hazy quality, making it far more potent than a typical Crystal.

◆ Correspondence between Beastmen bases and the Magicite being refined



Jeunoan Prestige

Related: Common to the Three Nations M3-3 "Assignment to the Jeuno Embassy" and others (→P.123)

Despite being a small city-state, the Grand Duchy of Jeuno's economic strength and influence as a nation surpass those of the other three countries. This is not only because it was the leader of the Altana Union during the Crystal War, but also because it has played a central role in fostering the development and cooperation of each country through the provision of various policies and technologies. That is precisely why each nation is seeking to strengthen its ties with Jeuno.

◆ Achievements of the Grand Duchy of Jeuno

● Crystal Synthesis Method

A technology that uses the energy of Crystals to synthesize materials and create a variety of products. It was developed by Archduke Kam'lanaut and is less expensive and time-consuming than traditional methods. Initially, it was a Jeunoan proprietary technology, but it was later shared with other countries, driving global economic development.

● Airship

The "flying ship" depicted in ancient blueprints. It was restored as a weapon during The Crystal War. As the war ended before they could be deployed in combat, they instead began operating as a means of transportation connecting the four countries of Altana. The establishment of airship transport revolutionized logistics in The Middle Lands.

● Conquest Policy

A territorial governance system proposed by Grand Duke Kam'lanaut. It allows countries that have made significant contributions to maintaining security in the region to control the territory for a limited period, thereby ensuring security while also deterring territorial disputes between nations.

Tenshodo

Related: Three-Kingdom Common M4-1 "Steal the Magicite" (→P.124)

A special membership-based commercial organization that dominates the underground world of the Grand Duchy of Jeuno. Its main location is in Lower Jeuno, but it operates ostensibly as the luxury hotel "Kaishinro." It has independently established trade routes with Eastern nations, secretly importing rare and prohibited goods from the East and engaging in illicit transactions with its members. Its influence in Jeuno is strong, and even the Grand Duke's Guard, which maintains the city's security, cannot easily take action against it. In addition to its headquarters, it has a branch in the Republic of Bastok and maintains close ties with Norg, which also trades with the East.

← The current leader of Tenshodo is Aldo. He's still young—you could call him a youth—but he has a wealth of experience and a seasoned demeanor that belies his age.

Mission Flow

Three Nations Missions

The Shadow Lord's resurrection is stirring in the shadows of the Beastmen forces. As the Adventurer battles against these forces, the story begins to reveal the truth behind the tragedy that befell the Northern Expedition over 30 years ago.

"Travel to other countries." "Leave Bastok." — P. 122
"The Three Great Powers"

↓

Each nation's Mission 3-1 — Pages 58, 80, and 104

↓

Country-specific Mission 3-2 — Pages 59, 81, and 105

↓

"Assignment to the Jeuno Embassy" "To Jeuno" "A New Journey" — P. 123

↓

Take the Magicite." — P. 124

↓

"Ruins of Fei'Yin" "Darkness Rising" "The Final Talisman" — P.124

↓

"The Heir to the Light!" "Xarcabard, Land of Truths" "Return to the Depths" — P. 125

↓

EPILOGUE

↓

To each country's Mission 6-1 (→P.61, 83, 107)

To "Rise of the Zilart" (→P.126)

The Kindred's covert activities

After revealing that the Beastmen are becoming more active, the three nations of Altana each begin to strengthen their cooperative relationships. During this time, the Lion makes an appearance, revealing that the Kindred is secretly working on plans to resurrect the Shadow Lord.

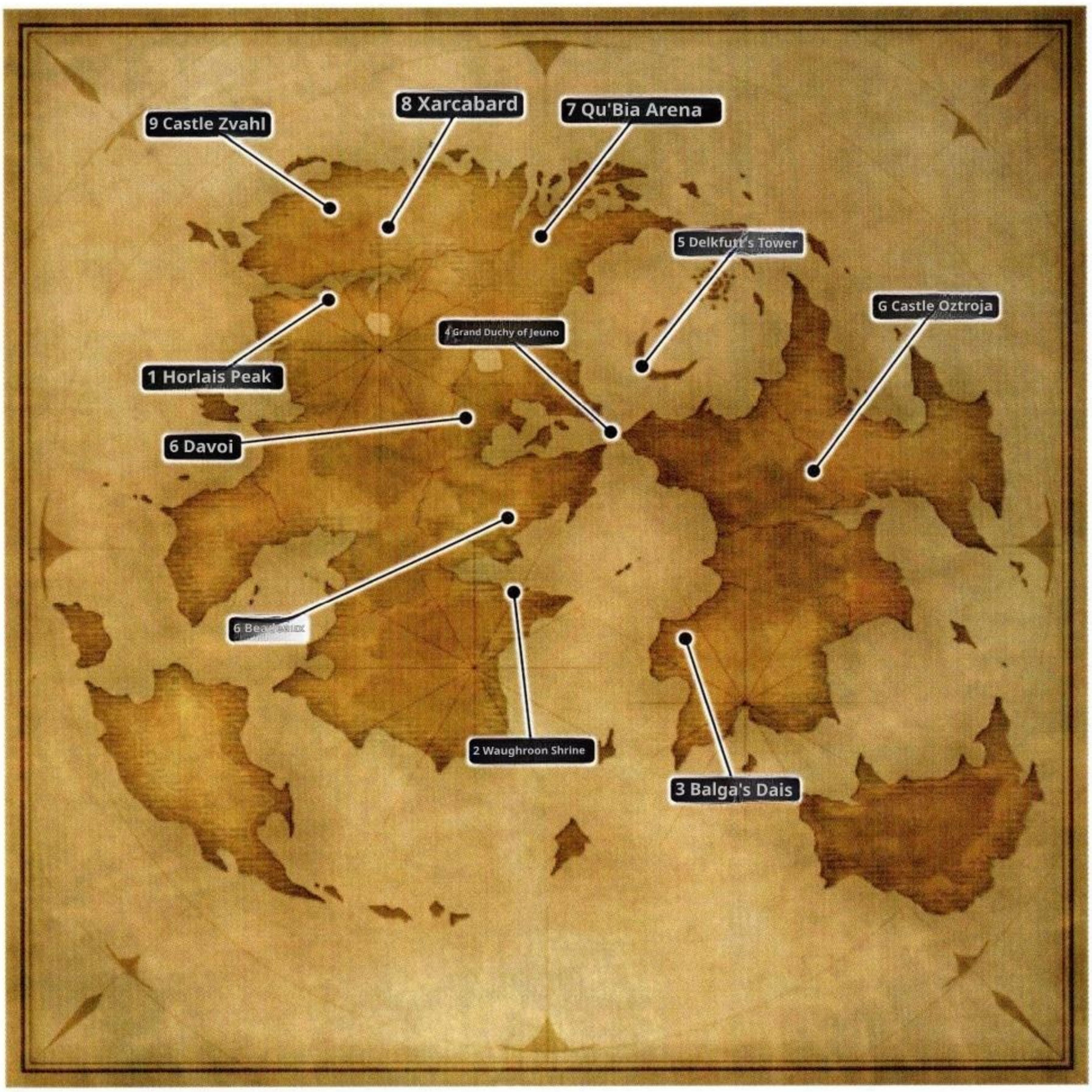
The Past in a Vision

The tragedy that befell the Northern Expedition, dispatched over 30 years ago, is revealed through the acquisition of Magicite, which is believed to be linked to the resurrection of the Shadow Lord. Additionally, Grand Duke Kam'lanaut of Juno and his brother Eald'narche make an appearance as a prelude to "Rise of the Zilart" (→P.126).

The Incarnation of Hatred Returns

Although each nation takes action to thwart the Kindred's plans, the Shadow Lord is resurrected. And so, having accepted the truth that led the Shadow Lord to harbor a deep hatred for humanity and to vow its annihilation, the Adventurer decides to take up the fight against him.

The story's setting



1 Horlais Peak

Related: Three Kingdoms Common M2-3

An area near the summit of Mount Gelsba, where the Orc army's frontline base, Gelsba Rock, was built. Recently, there have been reports of a huge Magic circle being set up by the Orcs, but the details remain unclear. By the way, the rocky peak is famous for its natural hot springs.

2 Waughroon Shrine

A shrine located deep within the Palborough Mines, a sacred site of the Quadav people. According to an investigation by the Republic of Bastok, a Magic circle very similar to the one on Horlais Peak has been constructed here, and there are rumors that anyone who enters goes missing.

3 Balga's Dais

A stage for religious festivals in Giddeus, the religious city of Yagudo. It's typically a venue for events like martial arts tournaments, but recently, a ferocious Monster has emerged from a Magic circle. Yagudo has therefore appealed to Windurst for assistance.

4 Grand Duchy of Jeuno

Related: Common to the Three Kingdoms M3-3, Co[illegible] 4-1

A city-state ruled by the great leader, Grand Duke Kam'lanaut. It is the leader of the Altana Union, and despite its small size, the other three nations consider it important. Adventurers recognized for their numerous achievements are to visit this country as members of their home country's embassy.

5 Delkfutt's Tower

Related ■ Common to the Three Kingdoms M3-3

A mysterious tower standing on Qufim Island. Inside, the Gigas roam, still honoring their pact with the Shadow Lord from the Crystal War and continuing their resistance against humanity. The ambassador from the Adventurer's home country disappears after venturing alone into this tower to investigate.

6 Davoi, Beadeaux, and Castle Oztroja – Related, Common to the Three Kingdoms M4-1

The respective strongholds of the Orc, Quadav, and Yagudo. It seems that Magicite, which will be used to resurrect the Shadow Lord, is being refined in these locations. To enter the deepest depths, one must overcome a special mechanism, and Adventurers seek help from organizations like Tenshodo to gain access.

Yokk Bea's Arena

Related: Common to Three Kingdoms M5-1

A place within Fei'Yin where talismans are arranged to seal the Shadow Lord. An Adventurer who visits to check on the talisman's condition defeats the Monsters that dwell here. Afterward, they encounter Zaid and learn that the talisman has already been broken.

8 Xarcabard

[illegible] Common to the Three Kingdoms M8-2

A snow-covered plain that occupies most of the Valdeaunia region, located in the far north. Deep crevasses run across the surface, and a mysterious glow flickers from the cracks. About 30 years ago, the Three-Nation Joint Northern Expedition attempted to uncover the power slumbering in this land, but the expedition ultimately failed.

9 Castle Zvahl

Related: Three-Kingdom Common M5-2

The castle of the Shadow Lord, who was the cause of The Crystal War. Originally an ancient ruin, it was transformed into a fortress by the Shadow Lord. It was destroyed by the Altana Coalition during the Great War, but in recent years, the Beastmen have rebuilt it and placed the coffin of the Shadow Lord within.

Common Mission

Mission Story Playback

Three Nations Missions

Accepting a Mission from their home country and working to aid the nations of Altana, the Adventurer learns of the Kindred—an organization operating behind the scenes of the Beastmen—and their scheme to resurrect the Shadow Lord. The Adventurer, striving to prevent the return of the cause of The Crystal War that once triggered an unprecedented tragedy, relives the tragedy that befell the Joint Northern Expedition of the Three Nations, dispatched over 30 years ago, during their journey.

Pick up! The countries of Altana

San d'Oria, Bastok, Windurst, and Jeuno are allied nations bound by the Concord of Altana. However, when Adventurers visit the consulates and government offices of each country, the responses they receive reveal that, at present, the countries are not necessarily on the same page. This stems from the fact that, prior to the formation of the Altana Union, the three countries—excluding Jeuno—had been engaged in a long-standing power struggle.

↑ The people of San d'Orian, who were originally exclusionary, are known for their radical behavior and language toward other countries.

: Common to the three countries M2-3

"Travel to Other Countries" (Part 1) "Leaving Bastok" (Part 1) "The Three Great Powers" (Part 1)

Related Missions for Each Country 2-3 (→ P. 58, 80, 104)

With the aim of fostering cooperation with allied nations

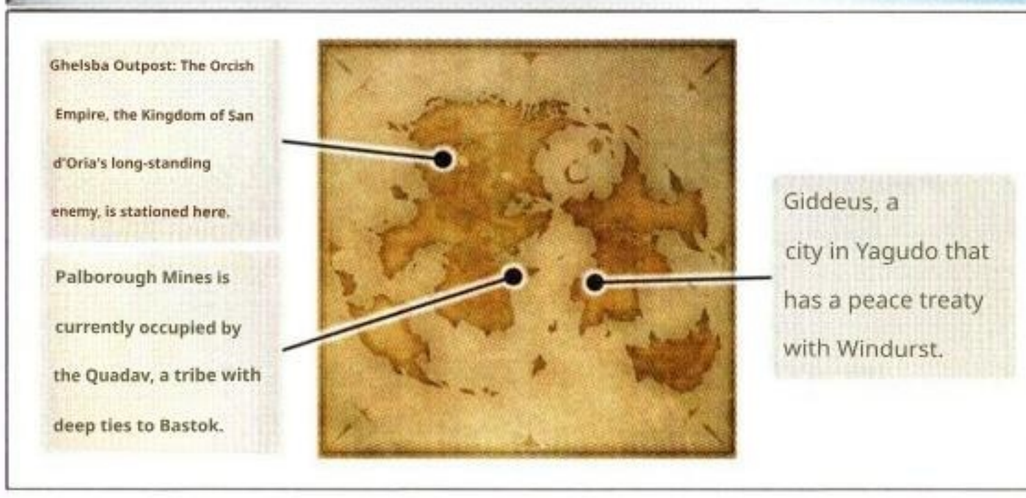
An Adventurer who, following orders from their nation's leader, travels to two of the three major powers not including their own. While assisting the first country visited to strengthen ties between nations, the Adventurer meets a woman named Lion. The woman says she senses someone lurking behind the increased activity of the Beastmen.

← The mission in San d'Oria is to defeat Batt-Git, the Orc battle commander who controls the Ghelsba Outpost.

→ The mission in Bastok is to collect Mithril dust from Palborough Mines, a task befitting a mining nation.

← In Windurst, they deliver offerings to the Beastmen of Yagudo while secretly taking goods from them.

■ Map: Beastmen frontline bases that are mission destinations



Pick up! The one who confronts the Kindred

When the Adventurer steps into the Magic Circle at the Beastmen's frontline base, they find someone already facing off against the Kindred. The individual varies depending on the frontline base visited, as shown below.

Frontline base and corresponding character that appears

Base name	Character
Fort Ghelsba,	Rochefogne, Vauderame
Palborough Mines,	Ayame
Giddeus	Semih Lafihna

↑ Ayame confronts the evil dragon that has appeared alone, but she is defeated.

Pick up! The enigmatic Delkfutt's Tower

Delkfutt's Tower, a mysterious structure standing on Qufim Island, not far from Jeuno. This tower shares common features with the "rocks" found in various locations, such as being constructed from a material called Cermet and exhibiting a strong Crystal response nearby. While its true nature remains unclear, the tower's secrets will be revealed in "Rise of the Zilart" (→P. 126) and the "Chains of Promathia" (→P. 142).

Common to all three countries M2-3

"Traveling Through Other Nations" (Part 2) "Leaving Bastok" (Part 2) "The Three Great Powers" (Part 2)

Related Missions for Each Country 2-3 (→ P. 58, 80, 104)

Stirrings in the Darkness

After leaving the first country they visited, the Adventurer traveled to the next one and was tasked with investigating the strange events that had occurred at the Beastmen frontline base. Then, deep within the base they were heading to, they are attacked by the Kindred, who operate in the shadows behind the Beastmen. The Kindred revealed to the Adventurer, who had narrowly defeated the enemy, and to the Lion, who had rushed to the scene, that plans were underway to resurrect the Shadow Lord, and then died. Sensing the return of the Great War, the Lion urged the Adventurer to return home immediately and report the matter.

← Upon visiting the depths of the Beastmen outpost, he found someone already confronting the Kindred.

→ The Lion can't hide his anxiety, wondering if the Great War that once plunged the world into sorrow will break out again.

■ Conversation: A Foreshadowing of Tragedy

Kindred: For the past 20 years, while you have been locked in conflict among yourselves, we have been steadily making preparations. When the Shadow Lord awakens... that will be the moment when your era, the era of humans, comes to an end... Make the most of this fleeting peace... until the day the world is engulfed in chaos and Darkness! Hehehe... haha... ha... gagh... (exhales his last breath)
Lion: The Shadow Lord has risen again...? Could it really be... Are those days of battle truly coming back? Days filled with hatred and sorrow...

Common to the Three Countries M3-3

"Assignment to the Jeuno Embassy" "To Jeuno" "A New Journey"

Related Missions of Each Country 3-3 (→ P.59, 81, 105)

To the nation that leads the people of Altana

The Adventurer, who arrived in the Grand Duchy of Jeuno as an embassy staff member, heads to the embassy. However, the ambassador is said to have gone to Delkfutt's Tower on Qufim Island and not returned. Wolfgang, the commander of the Grand Duchy's Imperial Guard, and the physician Monbreaux, who had also gone to visit the ambassador, confirm his absence and leave. At the request of a staff member who wanted the Adventurer to check on the Ambassador, the Adventurer went to Delkfutt's Tower, found the Ambassador in the tower's basement, and successfully rescued him. ← Wolfgang and Monbreaux are childhood friends, but they seem to have grown apart recently.

→ The ambassador, found in the basement of Delkfutt's Tower, says he was attacked by someone and lost consciousness.

"Something smells fishy."

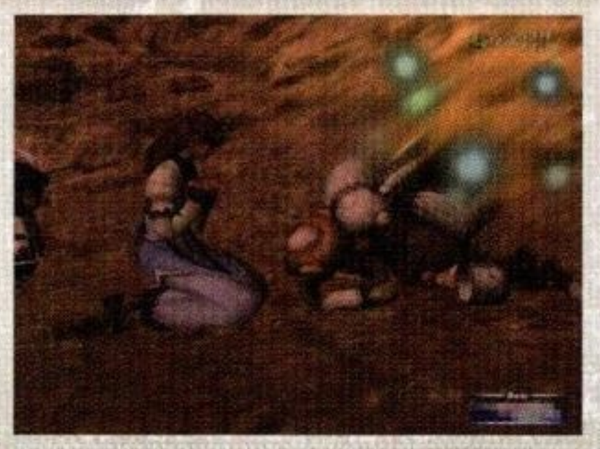
■ Conversation: Childhood friends passing by each other

Wolfgang: Monbreaux!? What business do you have with the ambassador? Monbreaux: It's been a while, Wolfgang. The ambassador has a chronic condition. I'm just here for a routine checkup.
Wolfgang: As a friend, let me give you a piece of advice. When ordinary citizens have frequent contact with ambassadors from other countries, it can lead to unnecessary misunderstandings.

Monbreaux: Didn't I tell you before that disease knows no borders? There's just a doctor and a patient. Nationality or status don't matter.
Wolfgang: Hmph, you're still the same. That naive side of yours.

Pick up! Ferena's Resonance Ability

When the Adventurer visits Tenshodo, they meet Aldo's stepsister, Ferena. She possesses the ability to resonate with other races, and dreams of a world where humans and Beastmen can thrive together. The Adventurer witnesses this ability when Fick Brix, a Goblin boy who shares her ideals, passes away. However, it is precisely because of this power that Ferena becomes interested in Eald'narche.



↑ It was Fick who tried to be a bridge between humans and Beastmen, but his wish was in vain...

Pick up! The ill-fated expedition

While visiting Fei'Yin, the Adventurer learns from Zaid about the Joint Northern Expedition, a three-nation expedition dispatched roughly 30 years prior. According to him, the expedition was made up of elite members selected from the three countries to explore the northern lands. However, not only did they find nothing, but the captain, Raogrimm, and a member, Cornelia, died in accidents on the ground. Furthermore, it seems that the other members, who had returned to their respective homelands, later died under mysterious circumstances.

Common to the Three Nations M4-1 — "Take the Magicite."

Related — Zilart M08 "Return to Delkfutt's Tower" (→P.137)

A stone that holds evil power

At the ambassador's request, the Adventurer went to the Palace of Jeuno and had an audience with Grand Duke Kam'lanaut of Jeuno. The Grand Duke introduced his brother Eald'narche and shared information indicating that the Beastmen were preparing the Magicite needed to resurrect the Shadow Lord in their respective strongholds. Then, he asks the Adventurer to retrieve those stones.

With the help of Aldo, the leader of the Jeunoan secret organization Tenshodo, and his associates, the Adventurer successfully infiltrated the deepest reaches of the Beastmen's base. The moment the Adventurer touches the Magicite they discover, they see a strange vision. It was an event from the distant past—a tragedy that befell the Northern Expedition dispatched roughly 30 years ago. Despite being puzzled by the vision, the Adventurer gathered the three Magicites and was reunited with the Lion. At that moment, the Shadow Lord's apparition suddenly appears, proclaims his awakening and the annihilation of humanity, and then vanishes.

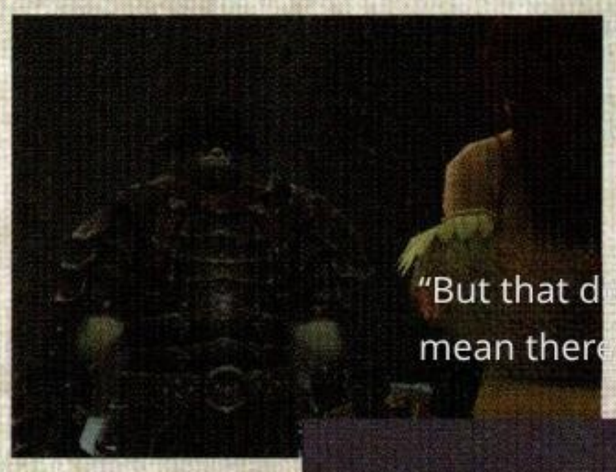
↓ The Shadow Lord's apparition, which appeared before the Adventurer and the Lion, claims that humans awakened him, but...?

Common to all three kingdoms M5-1 — "Ruins of Fei'Yin" / "Darkness Rising" / "The Final Talisman"

Related Missions for Each Country 5-1 (→60, 82, 106)

The Broken Seal

The leaders of the three kingdoms were attacked by the Kindred, and the talisman that seals the Shadow Lord was stolen. The only thing standing in the way of the Shadow Lord's resurrection is the talisman that remains in the northern ruins of Fei'Yin. The Adventurer headed north to ensure its safety, but the talisman had already lost its power. The Dark Knight Zaid, whom the Adventurer meets along the way, tells him that the resurrection of the King of Darkness is nothing more than a rumor. However, a flicker of unease crosses Zaid's heart...



← The Lion, who appeared in Fei'Yin, and Zaid mention the legend of the Crystal Warrior.

→ After defeating the Monster that lurked within the ruins and checking the seal, the talisman had already burned out.

Key Item: Magicite/Menolite

A Crystal obtained deep within the village of Davoi. It shines with an eerie glow.

One of the three Magicites. Additionally, you can obtain the "Mino Stone" in Beadeaux and the "Kuno Stone" in Castle Oztroja. Incidentally, these stones are named the "Eye Stone," the "Ear Stone," and the "Mouth Stone," mirroring human organs.

Conversation: The seal is already gone.

Zaid: (After hearing about the talisman from the Adventurer) From what I saw, there was no such thing anywhere. It looks like it was broken a long time ago. Hmph. I can just picture the panicked looks on the faces of those higher-ups. What, you brought a talisman? It's just a token, isn't it? Just throw it away. Huh? I'm just a knight on a journey. Whatever the Beastmen do is none of my business. The Shadow Lord certainly died 20 years ago. Why would he resurrect now? I don't have time to waste on silly rumors. (Thinking as he leaves) Zvahr... ·· The castle where destinies intersect ..... But no way...

Pick up! The Birth of the Shadow Lord

As the Shadow Lord recounts, his true identity is Raogrimm, the leader of an expedition over 30 years ago. After being betrayed by Ulrich, he came into contact with the "stone" that had lain dormant in the northern lands. Then, Raogrimm, once a Talekeeper, was consumed by the deep-rooted hatred etched in the memory of the Garka, and he Awakened as the Shadow Lord. After that, his hatred knew no bounds, growing relentlessly until he finally declared the extermination of humanity and launched The Crystal War.

Pick up! The story behind the abrupt ending

With Raogrimm's death, the story of the Shadow Lord's resurrection comes to a tentative conclusion. However, this scene has many inconsistencies, starting with the sudden appearance of Lion. In fact, at this point, the Adventurer has lost some of their memories for a certain reason. Their lost memories resurface in "Zilart M01: A New World" (→P.134), marking the start of a new story.

Pick up! To the Hazy Land

The Northern Expeditionary Corps has caused many tragedies, but their story continues in Special 01[redacted] It continues with "The Hazy Land 'Dunamis' (Raogrimm)" (→P.435). Adventurers will also be drawn into a new battle involving the members of the Northern Expedition and "another Shadow Lord," set in the alternate world of Dunamis—created by Diabolos, a Terrestrial Avatar residing in Vana'diel.

Common to all three countries M5-2

"The Heir to the Light!"
"Xarcabard, Land of Truths"
L "Return to the Depths"

Related: Promathia 5-3C-3 "The Bonfire" (→P.167)

The Flames of Hatred

Having received an imperial order from the leader of their country, the Adventurer hurried to Castle Zvahl to prevent the Shadow Lord's resurrection. The Adventurer had joined Zaid in the Throne Room, but the Shadow Lord was resurrected right before their eyes. The Shadow Lord recounts that 30 years ago, he was betrayed by a friend while on an expedition. This event transformed him into the embodiment of hatred, and he vowed to annihilate humanity. The Adventurer challenges the Shadow Lord, who has driven back Zade with his terrifying power, to a battle for the very survival of humanity.

← Zayd, who had visited the Throne Room with mixed feelings, was shaken upon witnessing the Shadow Lord's resurrection.

→ Turning his hatred, which remains unabated even in death, into power, the Shadow Lord lunged at the Adventurer.

"Come, human child!"

Epilogue

Related: Zilart M[redacted] "A New World" (→P.134)

Now, a single ray of Light pierces the Darkness of Hatred

Defeated by the Adventurer, the Shadow Lord still sought to rise, the flames of hatred still burning within him. But then, Zayd's desperate plea reached him. With those words, Raogrimm finally regained his true self. He reflected on his time consumed by hatred, declaring that his actions as the Shadow Lord were beyond redemption, and then transformed back into the Shadow Lord. Then, he unleashes his power and, with a violent explosion, wipes himself out of existence. The Adventurer and Zaid, who had escaped the castle with the Lion's help, promised to meet again and then resumed their journey.

← Having regained his identity as Garka, Raogrimm speaks about the Light and Darkness within the human heart.

→ In atonement for his actions, the Shadow Lord unleashes his power and erases his own existence.

"Ah... Cornelia..."

Conversation: The Incarnation of Hatred

Shadow Lord: And it was only then that I realized. I was made aware of it. The hatred that had been hidden within me all this time. No, it wasn't my personal hatred. It was something deeper, more intense—an ever-burning flame of hatred that the Garka race had harbored all along. You cannot comprehend this deep hatred that lies dormant within us... Surrendering to that flame, I ceased to be human!! It was you humans who awakened me. As the embodiment of hatred, the Shadow Lord!! That's when I swore an oath. To wipe out every last human from this land! Not a single one!!

Conversation: Warm Light and Deep Darkness

Raogrimm: I was the one who passed on the memories of my kind, the Talekeeper. I held within me a wealth of things from a distant past. So much hatred and sorrow... That's why, once the Darkness ensnared me, I couldn't escape. From the endless Darkness of hatred and madness... Zaid:

.....

Raogrimm: While people reflect a gentle, warm Light, they can also harbor a darkness deeper than the night... Everyone harbors that danger within. And when they cast aside that danger, people cease to be human...

Prologue

In the blessed land of Vana'diel,

is now filled with great calamity.

For tens of thousands of years,

The ancient seal that had kept the darkness at bay has cracked,

An endless nightmare is about to awaken.

The blood of the innocent will flow across the land,

The world will be filled with fear, sorrow,

and despair.

But that doesn't mean there's no hope...

Enduring even the stormiest of nights,

There is one shining star.

A melody that no beast's roar can silence,

There is a single melody that flows.

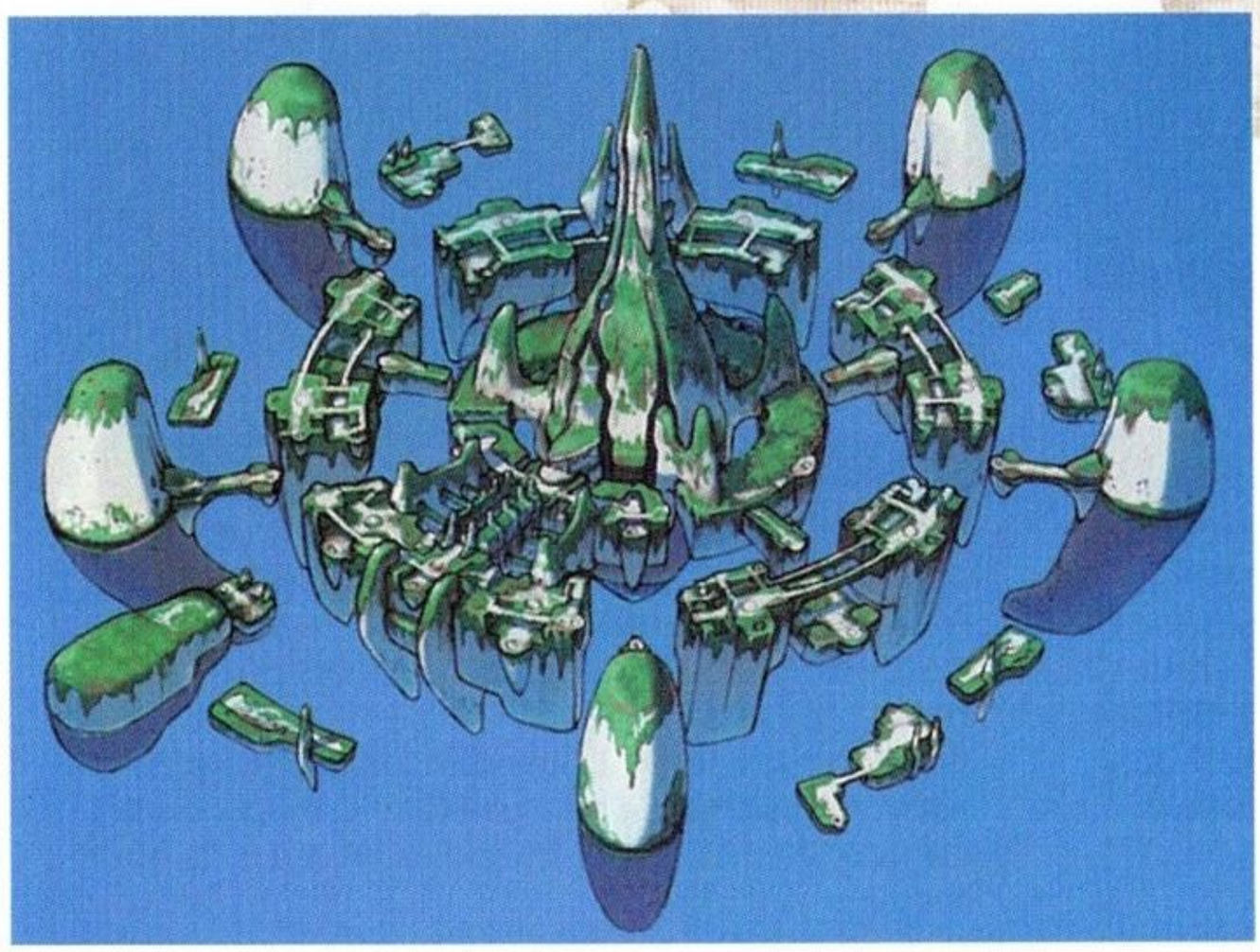
That's right.

Armed with wisdom, courage, and conviction,

Proud ones ·· ····

Now, awaken from your deep slumber and rise—this is the moment.

Legendary heroes, Crystal Warriors .....



Impressive Scenes

In the Throne Room of Castle Zvahl

Zilart M01 "A New World"

(Kam'lanaut and Eald'narche emerge from behind the fallen Shadow Lord, applauding)

Kam'lanaut: That was quite an interesting show.

Eald'narche: If you'd tried a little harder, it would have been even more enjoyable. Galkaja is hopeless after all.

Zaid: You guys?! The Jeunoan Grand Duke and...? Why are you here?

Kam'lanaut: I've come to harvest what I sowed. You all did a great job, too. Despite your incompetence. There are still a few minions to deal with, but that can be handled however.

Zaid: What are you talking about? Who exactly are you people?

Kam'lanaut: Listen, modern species. When the Crystal Line is eventually restored, The Gates of the Gods will open... At that moment, the legendary Paradise will be reborn.

Eald'narche: Yes, the Paradise where the gods dwell, an eternal garden...

Zilart's dream, a dream spanning 10,000 years, is finally coming true.

It's going to come true.

Raogrimm: Zilart, you say!? You guys... could it be... that you're the lost ancient people? Those said to have perished long ago?

Eald'narche: Hmph, you foolish Garka. You're all just trashy lives—you humans and you Beastmen. Didn't I tell you before? We're not giving our world to anyone. We won't hand it over to Beastmen or humans. Because it's "ours." (Raising his hand) Yeah, the connection between the impurities and the power of this land has been cut off. The noise is gone. Twenty years ago, I never imagined that simply destroying it wouldn't make the noise go away. It was an unnecessary hassle. We weren't capable of pulling off a trick like freeing that thing from the Crystal, you see. But was it the Talekeeper? If that's the case, things could get a bit interesting. Well, that's fine. Ah, I can hear it... the Song of the Five Lives... it's coming, the Crystal's messenger...

In Upper Jeuno

Zilart M12 "Mithra and the Crystal"

(The Giebes rush to Aldo at Tenshodo)

Giebe: Brother Aldo!

Aldo: What do you want? You can't see Ferena right now. Besides, I told you not to come here. What on earth do you want?

Pahyasabiya: Fick's... Fick's seed sprouted!

Aldo: What did you say...? That seed shouldn't grow so easily.

Giebe: Anyway, come and see!

(Everyone moves to the spot where the seed was planted)

Paya Sabuya: Look, here! Even though it looked like nothing had changed, a bud was actually sprouting beneath the ground. It was growing properly!

Giebe: The seeds we planted have sprouted! The seeds that Fick and I planted have sprouted!

Aldo: ... I can't believe this is really happening.

Ferena: Brother...

Aldo: Ferena ..... It seems that the seeds you, Fick, and the others planted have sprouted. The kids must have worked hard watering them. Maybe what you and Fick did wasn't in vain.

Ferena: I haven't been here at all lately. I was only thinking about myself... I'm sorry, Fick.

(Fick Brix's apparition appears)

Fick Brix: Have buds sprouted? It's just as Fick said. There's nothing we can't achieve if we all work together to nurture it.

Ferena: Fick...!? What happened to you?

Fickbrix: It's just a bud so far. If we keep at it, it should bloom. But, Fick, unfortunately, I can't give it any more water or fertilizer.

Fellaina: ...!

Fick Brix: But I believe in you, Fick. I know you'll all work together to make it bloom. So, Fick, I'm not worried.

Ferena: Yes, Fick. I'll definitely, definitely make the flowers bloom...!

Fick Brix: See you later. Fick, I'm not lonely anymore. I'm always with everyone. When I feel this way, what was it again that Ferena and the others said...? That's right, "Arigato." Felerana taught me that very first. Fick and the other Beastkin don't know this. But it's a word I really like. Fick wanted to teach it to his friends. Thank you, everyone... (Fick Brix's illusion fades away)

Ferena: Fick...!! Fick, if only I had even a little of your courage... But I'm sorry. There's nothing I can do right now. There's nothing, absolutely nothing I can do...

Aldo: Ferena .....

At The Celestial Nexus

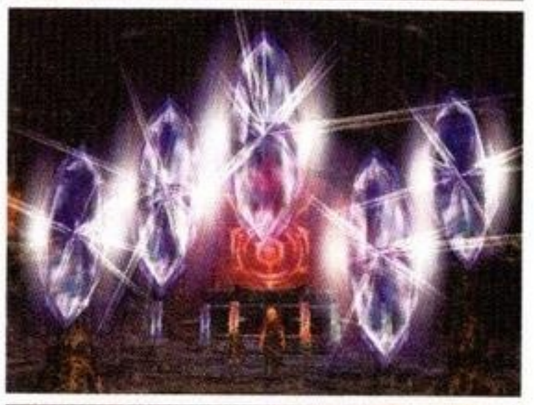
Zilart M16 "The Celestial Nexus"

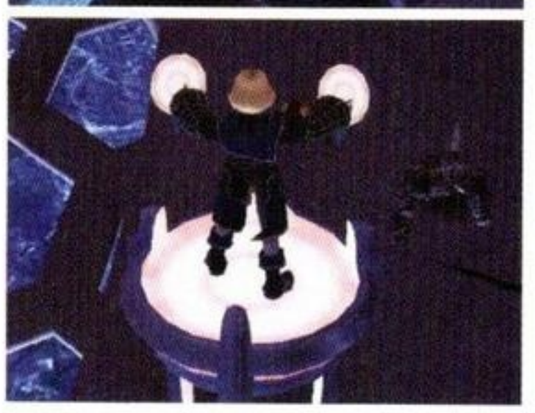
Eald'narche: (Seeing the Adventurer appear at the decisive battle) Hey, it's you guys. You've finally made it this far, haven't you? Well then. Well then, let's skip the tedious greetings. We both know what the other is capable of. Let's get straight to the point. The Beastmen who stand in the way of restoring The Crystal Line will eventually be gone thanks to the efforts of you Adventurers. As soon as the restoration is complete, The Gates of the Gods will open here. We don't know what will happen to Vana'diel at that time. However, once you pass through The Gates of the Gods, you enter Paradise... the realm of the gods. Zilart's 10,000-year dream will finally come true. What will you do? Won't you pass through The Gates of the Gods with me? Don't you want to be reborn as a life form in a higher dimension?

Or perhaps...

(Adventurer silently declines Eald'narche's invitation)

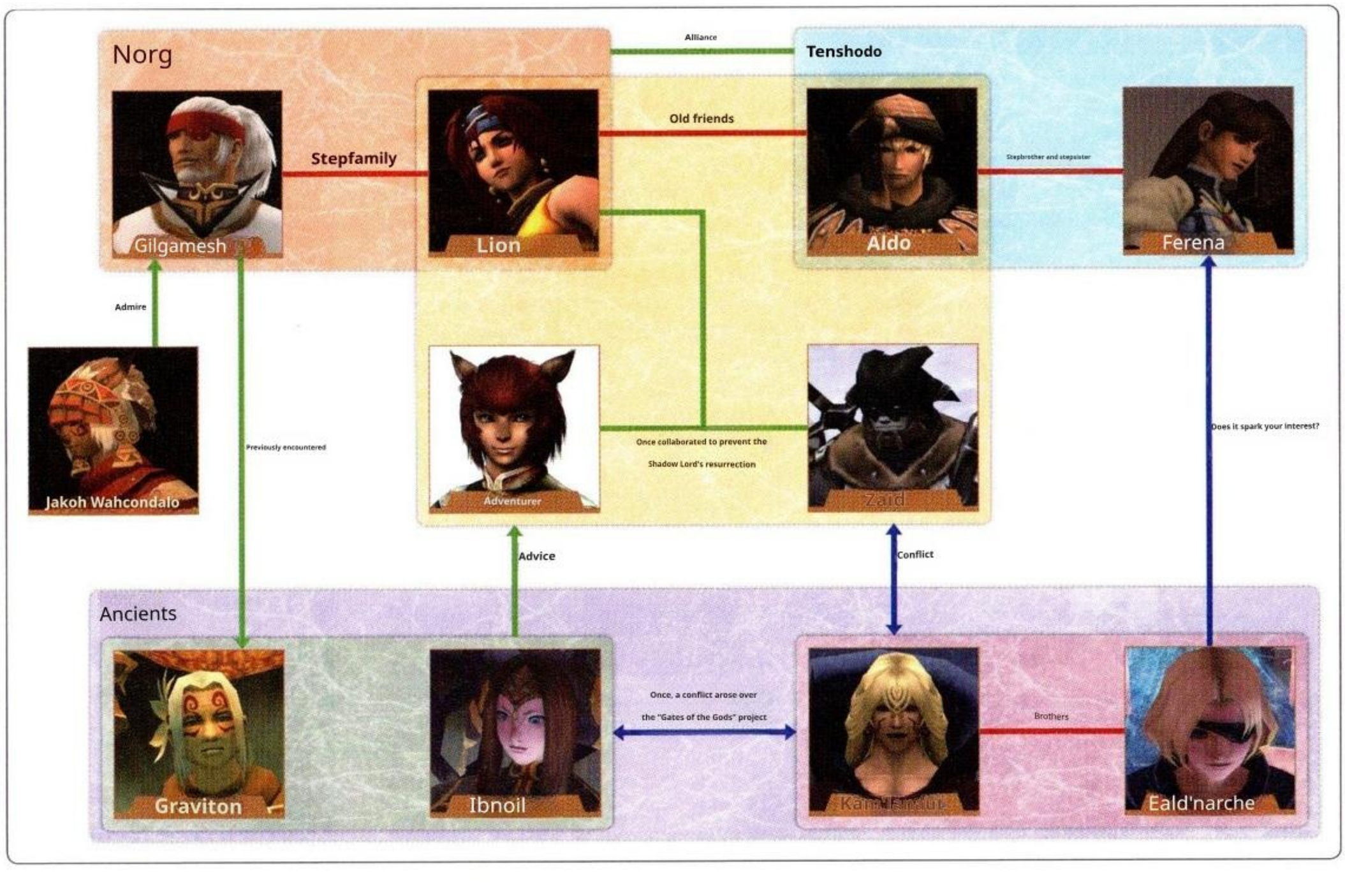
Eald'narche: You refuse? You really are hopelessly stupid, aren't you? Even though this is your last chance. Even though you could become a new life in a higher dimension... You're so foolish, there's no hope for you, really. But you can't possibly be serious, can you? You don't really think you can change anything on your own, do you? Humans are nothing but tiny, insignificant, and utterly pointless beings. Aren't you harboring Darkness within, steadily destroying the world? Well, fine. If you're so eager to die in vain, it makes no difference to me. If you refuse to cooperate with my plan... then you all can end here!





Characters

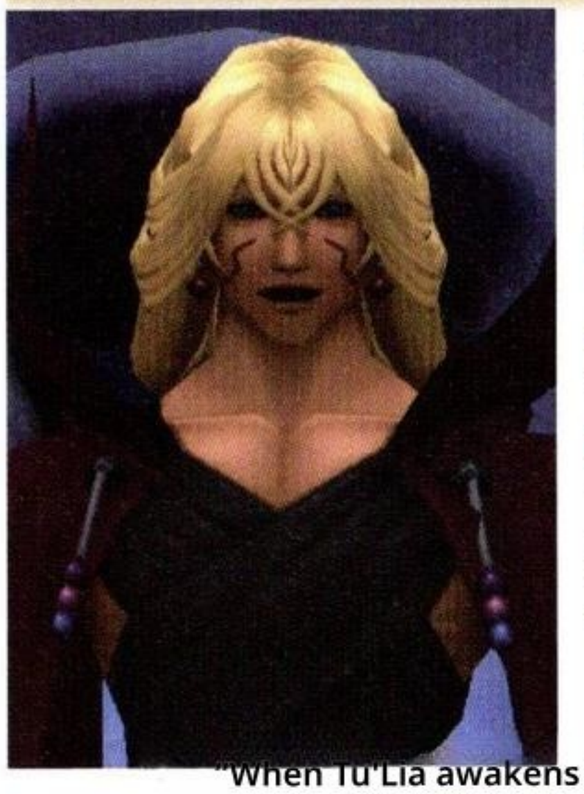
Rise of the Zilart Mission



Charisma that reveals your true self

Kam'lanaut

Kam'lanaut



Main appearance scenes

Zilart M01

"A New World"

Zilart M08

"Return to Delkfutt's Tower"

Common to all three kingdoms, M4-1

"Take the Magicite"

Jeuno Q76

"What do you think about while you're in the world?"

Main location: Stellar Fulcrum

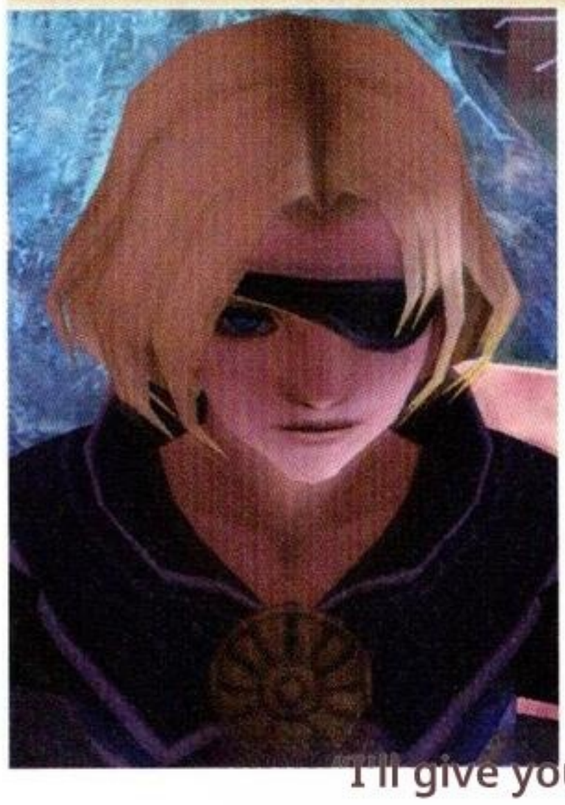
"When Tu'Lia awakens from her slumber, the Eternal Paradise will be within reach."

He is the Grand Duke of Jeuno, but in truth, he is the prince of the Zilart Kingdom that flourished 10,000 years ago. He had been in a seemingly eternal slumber due to the Crystal's rampage, "Melt Blow," but something caused him to awaken. After his Awakening, he calls himself the "Crystal's Chosen One." He aims to open The Gates of the Gods using the power of Mothercrystal, which lies dormant beneath the earth, to transform this world into Paradise, the home of the Gods.

Kam'lanaut's ambitious "brother"

Eald'narche

Eald'narche



Main appearance scenes

Zilart M01

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Zilart M16 The

Celestial Nexus"

Common to all three kingdoms, M4-1

"Take the Magicite"

Jeuno Q76

"What do you think about while you're in the world?"

Main appearance location:

Stellar Fulcrum

I'll give you the answer. At The Gates of the Gods, in Tu'Lia."

About 30 years ago, a man with striking features and a single eye suddenly appeared before Jeuno. Even now, he looks just as he did back then—like a child. In truth, he is a prince of the ancient kingdom of Zilart, and like his brother Kam'lanaut, he is obsessed with bringing about Paradise, the realm of the gods. Upon learning that Ferena, a girl living in Jeuno, possesses a high level of resonance, he becomes exceptionally interested and begins to take steps to secure her for himself.

The righteous female warrior of Norg

Lion

Lion

Main Appearance Scenes

Zilart M01

"A New World"

Zilart M16

Celestial Nexus"

Sangoku Common M2-1

"Travel to Other Lands" and others

Jeuno Q76

"What do you think about while you're in this world?"

Main location:

Norg

"I can't just stand by when this world might change."

A beautiful and resilient woman who travels from place to place on her own. As a child, she washed ashore on Elshimo Island and was adopted and raised by Gilgamesh, the leader of Norg. When the Shadow Lord threatened to rise again, she met the Adventurer and Zaid, and together they prevented The Crystal War from happening once more. At that time, she learns of the conspiracy led by Kam'lanaut and embarks on a quest to save the world. As she travels with the Adventurer, she becomes drawn to his character.

A Dark Knight who walks a lonely path

Zeid

Zeid

Main appearance scenes

Zilart M01

"A New World"

Zilart M16

"The Celestial Nexus"

Sangoku Common M5-1

"Ruins of Fei'Yin" and others

Jeuno Q76

"What do you think about while you're in the world?"

Main appearance location:

Chamber of Oracles

"Until the Aki legend draws to a close, Until a new chapter is added."

Clad in jet-black armor, he is the No. 2 of the Mythril Musketeers of the Republic of Bastok. He has been wandering since leaving his homeland over 20 years ago. When he, along with the Adventurer and the Lion, witnessed the Shadow Lord's resurrection in Castle Zvahl, the former stronghold of the Shadow Lord, he decided to expose the Lord's true identity and offer him a chance to regain his sanity. After that, he joins forces with the Adventurers to thwart the plans of Kam'lanaut and his faction.

A skilled merchant who is close to Laion

Aldo

Aldo

Main appearance scenes

Zilart M02

"Pirate's Lair Norg"

Zilart M08

"Return to Delkfutt's Tower"

Three Kingdoms Common

M4-1 "Steal the Magicite"

Jeuno Q76

"What do you think about while you're in the world?"

Main appearance

locations: Lower Jeuno, Tenshodo

"I'll show you the immense determination I'll show you what a tiny life can be full of big spirit!"

The young leader of Tenshodo. Adopted by the previous leader, Grezzo, he is related by marriage to Ferena, Grezzo's biological daughter. He harbored a deep dislike for the Beastmen due to his painful experiences during the Crystal War, and he had mixed feelings about Ferena's ability to communicate with them. However, once she goes missing, he enlists his old friend Lion and an Adventurer, and diligently sets out to search for Ferena.

A young girl who uses a mysterious power to communicate with the Beastmen

Verena

Verena

Main appearance scenes

Zilart M08

"Return to Delkfutt's Tower"

Zilart M12

"Mithra and the Crystal"

Common 4: the Three Kingdoms M4-1

"Take the Magicite"

Jeuno Q75

"Shadow of the Dead"

Main locations:

Lower Jeuno, Tenshodo

"Fick, if I only had If I had even a fraction of your courage..."

She is the daughter of Grezzo, the late former leader of Tenshodo, and Aldo's sister-in-law. She has a gentle nature and is very compassionate. She dreamed of harmony between humans and Beastmen and actively sought to interact with them. She was particularly close with the Goblin Fickbrix, and they planted seeds together, hoping to make flowers bloom. She demonstrated a remarkable ability to connect with the Beastmen, but one day, she suddenly disappeared without a trace.

The Heartfelt Pirate Leader

Gilgamesh

Gilgamesh

Main appearance scenes

Zilart M02

"Pirate's Lair Norg"

Zilart M17

"The End of a 10,000-Year Dream"

Frontier Q35

"A Request from a Certain Swordsmith"

Frontier Q37

"Sent to the Underworld"

Main location:

Norg Gilgamesh's room

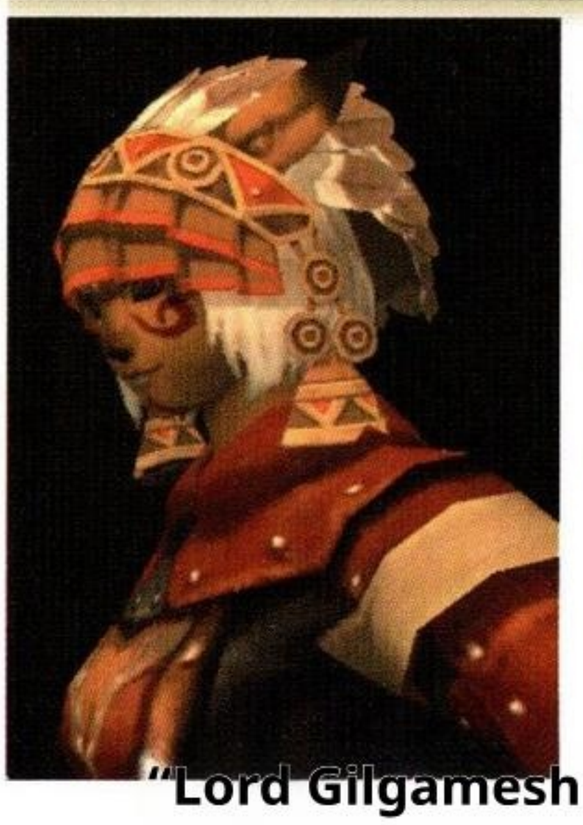
"I'm not going to just sit back and let them do whatever they want!"

The leader of the Bastore Pirates, who are based in Norg. The previous leader entrusted him with caring for the orphaned Lion, and he raised her as if she were his own daughter. He is a bold and friendly individual who listens attentively to the stories of the Adventurer he met through the Lion's introduction and generously offers his help. He was there when Tavnazia fell about 20 years ago and lost many of his comrades, which is said to have shaped his character.

The leader of the Kazam, more powerful than any man

Jakoh Wahcondalo

Jakoh Wahcondalo



Main appearance scenes

Zilart M03

"Kazham Chief"

Windurst M7-2

"Return of the Gods"

Frontier Q13

"Maze of the Gallery"

Frontier Q18

"The Secret to Invincibility"

Main location:

Kazham Wahcondalo's residence

"Lord Gilgamesh Let you enter the Temple of Uggalepih?"

The young chieftain of Kazham, a Mithra autonomous district on Elshimo Island. She has a sisterly demeanor, and while her tone can be brusque, she has a good sense of humor. As a young girl, Gilgamesh saved her life, and she trained as a member of the Bastore Pirates. She was discovered by the previous Kazham chief, Romaa Mihgo, and succeeded him after The Crystal War. She leveraged the negotiation and information-gathering skills she honed during her pirate days to build Kazham's prosperity. She holds special feelings for her benefactor, Gilgamesh.

Ancient people who lived 10,000 years ago

Graviton

Grav'iton

Grav'iton

Main appearance scenes

Zilart M04

"Temple of Uggalepih"

Windurst M7-2

"Return of the Gods"

Promathia 5-1 "The Unceasing Clang of Swords"

Main appearance location:

Temple of Uggalepih, Sacrificial Chamber

"Because this world belongs to people and all other forms of life."

An old woman appears as a vision deep within the Temple of Uggalepih. In the past, she served the Zilart Kingdom as a Scholar of the ancient Kuluu, but now she is united with the consciousness of the Kuluu who drift within the temple. Once, she and her companions thwarted the Zilart royal family's attempt to carry out the "The Gates of the Gods" plan. Now, after 10,000 years, she places her hope in the Adventurer and their companions to prevent the tragedy from being repeated at the hands of Kam'lanaut and their followers.

A priestess of Jilart who served the goddess

Yve'noile

Yve'noile

Main appearance scenes

Zilart M13

"The Gates of the Gods: Tu'Lia"

Zilart M13 "The Celestial Nexus"

Promathia 4-3

"The Meaning of Worship"

Frontier Q34

"Divine Power"

Main location: Hall of the Gods

"Nothing ever ends... It simply changes form."

A beautiful woman from the ancient kingdom of Zilart. She was the "Maiden of the Morning Star" who served the Goddess Altana, and her role was to discern those who sought to pass through The Gates of the Gods and bestow upon them the baptism of Light. However, she ultimately opposed the "Gates of the Gods" plan, and now, 10,000 years later, she once again advises Adventurers to halt the plan. She seems to have a close relationship with Kam'lanaut and Eald'narche, and while she is distressed by their reckless behavior, she looks upon them with a motherly gaze.

Background information on the story — Rise of the Zilart Mission

The ancient Zilart civilization

Related: Zilart M01 "A New World" (→P.134) and more

Long ago, a highly advanced civilization flourished through the use of Crystal. The people who built this civilization are called the "Ancient Zilart." Ten thousand years ago, they attempted to create Paradise using the power of the Crystal, but failed. Their civilization collapsed, and their land was submerged by the sea.

← The remains of the Zilart civilization that still stand in Vana'diel. Devices that used Crystal demonstrate the technology of that era.

■ Kuluu

Ancient people who lived in the same era as the Zilart. Although they thwarted the Zilart's plan to create Paradise, they could no longer maintain their former form. The Beastmen Tonberry on Elshimo Island represent the final stage of the Kuluu's transformation.

■ Maidens of Venus (Maidens of Dawn)

Women who lived during the Zilart civilization and served the Goddess of the Dawn, Altana. Along with the Kuluu, they opposed the realization of the Paradise that Kam'lanaut and their followers advocated.

The Gates of the Gods Project

Related content: Zilart M04 "Temple of Uggalepih" (→p. 135) and more

An attempt to gather the energy of Mothercrystal and pave the way to Paradise. Ten thousand years ago, it was planned primarily by the ancient Zilart royalty, including Kam'lanaut, but was thwarted by the Kuluu. This resulted in the collapse of the Zilart civilization and the devastation of the northern lands.

■ "Paradise"

The ideal world that the ancient Zilart people dreamed of realizing through the "The Gates of the Gods" project. Also known as the "Land of the Gods" or "Paradise," it was apparently thought to be a world inhabited by gods, much like the era of creation. The Kam'lanaut, now resurrected in the modern era, seek to eliminate all existing humanity as a prelude to realizing Paradise.

■ Melt Blow

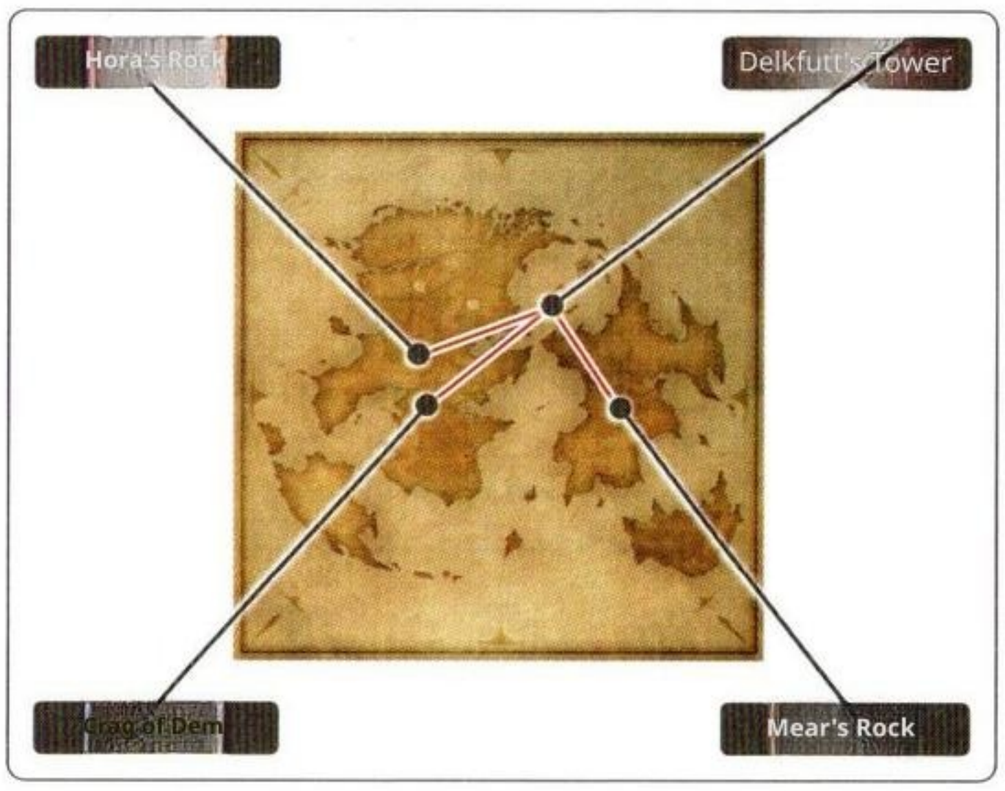
Ten thousand years ago, a global cataclysm occurred as a result of the failed project known as The Gates of the Gods. It occurred when the people of Creu rebelled, destroying one of the ancient devices known as the "Ark" and causing the power of the Crystal to run wild. It is said that today's humanity has been influenced by Melt Blow and possesses fundamentally different characteristics from those of the ancient people.

The Crystal Line

Related: Agilat M08 "Return to Delkfutt's Tower" (→P.137) and others

A line extending from the "Ark," a device that harnesses the power of the Crystal slumbering beneath the earth. There are five Crystal Lines, matching the number of Mothercrystals. However, the three currently confirmed lines are shown below, and all of them lead to Delkfutt's Tower. Although today we only see a faint reaction, with the Crystal changing color, it seems that these lines are actually conduits for immense power. Kam'lanaut and his followers aim to restore them to realize the "The Gates of the Gods" project.

◆ The Arks and The Crystal Line in Each Region



Crystal Warrior

Related: Zilart M14 "Ark Guardian" (→P.138) and others

Five legendary heroes, mentioned in an ancient song as those who would appear when Vana'diel was filled with calamity. They are also known as the "Crystal Foundlings" and the "Ark Guardians." Their appearances closely resemble those of the five races: Hume, Elvaan, Tarutaru, Mithra, and Galka. Immediately after Adventurers thwart the Shadow Lord's resurrection, Kam'lanaut and the others awaken him. He then sets out to annihilate all living things in the present world to create Paradise.

Mission Flow

Rise of the Zilart Mission

The Jeuno Grand Dukes, their dangerous true natures laid bare. Through the conflict between them and the Adventurers, the true history of this world, hidden in legend, is gradually revealed.

Zilart M01 「A New World」 P.134

Zilart M02 "Pirate's Lair Norg" P.135

Zilart M03 "Kazham Chief" P.135

Zilart M04 "Temple of Uggalepih" P.135

Zilart M05 "The Ancient Stone Monuments" P.136

Zilart M06 "Through the Quicksand Caves" P.136

Zilart M07 "Chamber of Oracles" P.136

Zilart M08 "Return to Delkfutt's Tower" P.137

Zilart M09 "Ro'Maeve" P.137

Zilart M10 "Zirath Sanctuary of Ruin" P.137

Zilart M11 "Hall of the Gods" P.138

Zilart M12 "Mithra and the Crystal" P.138

Zilart M13 "The Gates of the Gods: Tu'Lia" P.138

Zilart M14 "Ark Guardian" P.138

Zilart M15 "The Sealed Gate" P.138

Zilart M16 "The Celestial Nexus" P.139

Zilart M17: "The End of a 10,000-Year Dream" P.139

Promathia END-7 "All endings are not sealed" P.177

A New Crisis

In truth, Kam'lanaut and his followers, members of the ancient Zilart royal family, have seized the opportunity presented by the Shadow Lord's demise to restart the "The Gates of the Gods" project. Claiming they will eradicate all evil from the present world to create Paradise, they awaken the legendary Crystal Warrior. To stop them, the Adventurers begin gathering information.

Guidance from the ancient people of Creo

The Adventurer encounters the ancient being Graviton at the Temple of Uggalepih. Upon learning that Kam'lanaut and their plan caused a tragedy that destroyed the world 10,000 years ago, the adventurers are entrusted with the hope of thwarting the plan.

The One Who Awaits on Zepwell Island

Having gathered the eight fragments of Light, the Adventurer heads to the ancient temple on Zepwell Island. In the Chamber of Oracles, they encounter the lingering thoughts of the priestesses of the Bright Star, who know what happened 10,000 years ago, and are urged to hurry to Delkfutt's Tower.

The Rise of Tu'Lia

At the Stellar Fulcrum on the top floor of Delkfutt's Tower, stand the Adventurers who defeated Kam'lanaut. However, Eald'narche, the true mastermind behind the "The Gates of the Gods" plan, finally revives Tu'Lia, the celestial island that serves as The Gates of the Gods.

At the Temple of Ruin

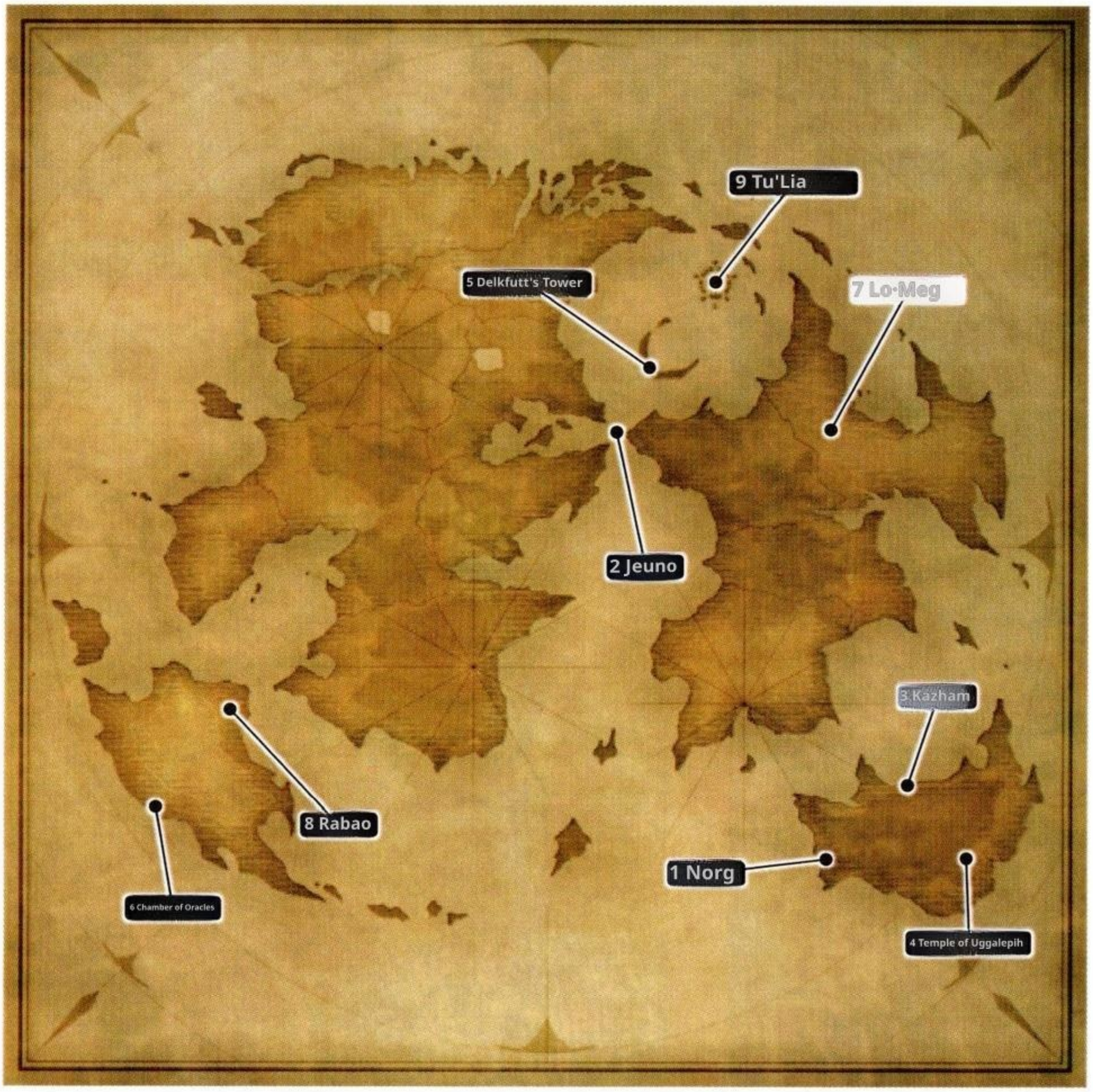
Based on the information gathered from various places, the Adventurer visits the location Eald'narche instructed them to go: Ro'Maeve, the entrance to the Temple of Ruin. There stood Ibnoil, the Priestess of the Morning Star, who bestows the baptism of Light upon those who pass through The Gates of the Gods.

To protect the world as it is now

The island of Tu'Lia, one of The Gates of the Gods, visited after receiving the baptism of Light from Ibnoil. There, the Adventurer defeats the Five Crystal Warriors, enters The Celestial Nexus of the Shrine of Ru'Avitau, and confronts Eald'narche. They thwart Zilart's plan, which has been unfolding for 10,000 years.

The setting of the story

Rise of the Zilart Mission



1 Norg

Related: Zilart M01, Zilart M02 and others

A base for pirates operating throughout the Bastore Sea. In addition to trading with Jeuno and Bastok through Tenshodo, it is said to have had close ties with the defunct Marquisate of Tavnazia. It is the homeland of the Lion and serves as a base for thwarting the "The Gates of the Gods" plan.

2 Grand Duchy of Jeuno

Related: Zilart M08, Zilart M12 and others

A city-state built on the sea between the continents of Quon and Mindartia. Archduke Kam'lanaut is revered for bringing order to the chaos of The Crystal War, but his actions were driven by a desire to rule the world. This story begins when he reveals his true nature.

3 Kazham

Related: Zilart M03

A large Mithra settlement in the Elshimo Lowlands. Relations with the neighboring country Windurst have been strained since the northern expedition about 30 years ago, but they have been improving in recent years. The current Chief Jakoh Wahcondalo holds the key to the Temple of Uggalepih, located in the Elshimo Uplands.

4 Temple of Uggalepih

Related: Zilart M04

A temple in the Elshimo Uplands dedicated to the evil god Ugarepi. It seems to be a place with ties to the ancient Zilart civilization, but it has become a dangerous area where the ferocious Beastmen Tonberry roam. Gilgamesh, who once visited this place, is said to have seen the apparition of a mysterious old man in the remote area.

5 Delkfutt's Tower

Related: Zilart M05

This is a relic of the ancient Zilart civilization on Qufim Island, and it holds the key to the "The Gates of the Gods" project. The surviving Zilart people, led by Kam'lanaut, lay dormant here from the time Melt-Blow erupted until Raogrimm made contact with Crystal in the north about 30 years ago.

6 Chamber of Oracles

Related: Zilart M07

The ruins of an ancient temple dedicated to the Goddess of the Dawn, located deep within the Quicksand Caves on Zepwell Island. When an Adventurer visits this place with eight fragments of Light, the phantom of a Venusian priestess who served the ancient Zilart kingdom guides them, striving to prevent a repeat of the tragedy that occurred 10,000 years ago.

7 Ro'Maeve

Related: Zilart M09, Zilart M10

The ruins of the Sanctuary of Zi'Tah, known as the "Temple of Ruin." In ancient times, it was a sacred site for goddess worship, but it is said that many pilgrims lost their lives along the way. To pass through The Gates of the Gods, one must undergo a baptism of Light in the Hall of the Gods, which is sealed by the power of the Crystal.

8 Rabao

Related: Zilart M12

A town built around an oasis in the northern part of Zepwell Island. It's the island's only settlement, and despite its small size, it's full of life. The Crystal needed to venture deeper into Ro'Maeve is in the possession of Mithra Hunter Mario Commuja, who is currently staying in this town.

9 Tu'Lia

Related: "Zilart M13, Zilart M16," and others

An island built by the Zilart in the sky, serving as the entrance to Paradise: The Gates of the Gods. Ten thousand years ago, it served as the focal point where the power of the five Mothercrystals converged. It was thought to have vanished due to the Melt Blow that occurred at that time, but it seems that it is actually slumbering in the sky.

FINAL FANTASY XI ONLINE: Rise of the Zilart

Rise of the Zilart

Mission Story Playback:

Rise of the Zilart Mission

In Castle Zvahl, which towers at the northernmost edge, the Adventurer Lion, the Zaid, defeated the resurrected Shadow Lord. Although a return to The Crystal War was averted, it was merely the beginning of a new conspiracy. The Gates of the Gods Project – the terrifying scheme hatched by the ancient kingdom of Zilart that brought about the collapse of Vana'diel at the time – is now, after 10,000 years, once again gaining momentum.

Pick up! The truth about Castle Zvahl

Here, you'll find the common quest for all three kingdoms, M5-2: "The Heir to the Light!"The reason why the Adventurers were forced to flee elsewhere is revealed. Between the moment the Shadow Lord regained his sanity and when the Lion came to guide him, Kam'lanaut and his companions had appeared. It's interesting when you compare it to how M5-2 unfolds across the three countries.

↑ Raogrimm was exhausted from trying to free the Adventurers from the Crystal Warrior.

Zilart M01: A New World

Related: Three Kingdoms Common M5-2 "The Heir to the Light!" and more (→P.125)

The start of a new nightmare

The Adventurer visited Norg, the base of operations of Lion, just as promised after defeating the Shadow Lord. As they look back on the Shadow Lord incident together, they realize they've lost their memories of key events. At that time, Grand Duke Jeuno Kam'lanaut and Eald'narche appeared, declaring, "We will bring about the Kingdom of God and destroy the present world." They were awakening the legendary heroes—the five Crystal Warriors—to eliminate everyone currently alive.

← Due to the clash between Raogrimm, who had transformed into the Shadow Lord, and the power of the Crystal Warriors, the Adventurer's memories were fragmented.

→ Kam'lanaut claims that the Adventurers and the living are the true scourge, and seeks to have the five Crystal Warriors eliminate them.

"Now is the time to awaken, Crystal Warrior!"

Dialogue: Raogrimm's Self-Sacrifice

(An Adventurer faints from a Crystal Warrior's attack. Raogrimm shields Zaid from further attacks by the Crystal Warriors)

Zaid: Raogrimm!?

Raogrimm: I still have some connection to the power of this land... If I release it all at once, I should be able to buy enough time to stall these guys. Zaid: You...?

Raogrimm: I'm not who I used to be. I won't turn back, not anymore... I have no intention of apologizing for what I've done since I rose from the dead 30 years ago. But ..... I'm counting on you for what comes next ..... Now, go!

Pick up! Ferena has disappeared

Eald'narche took Ferena away. Since she had previously demonstrated a strong ability to resonate with other races, Eald'narche sought to harness that power, attempting to make her fulfill the role Kam'lanaut was originally intended to play (→P.137). Eald'narche's comment in the common mission M4-1, "Take the Magicite," serves as a prelude to Ferena's abduction.

Pick up! "Graviton" = "Tonberry"

Grav'iton is the collective consciousness of the ancient Kuluu, and its full name, "Grav'iton Belisarch," is abbreviated to "Tonberry." As this indicates, the Beastmen Tonberry are the final stage of the ancient Crew people's evolution. So, why did the Kuluu, who looked very similar to the Zilart, become the Beastmen known as Tonberry? In this Mission, the story goes that it was due to the Crystal going out of control, while in "Chains of Promathia," it's said that it was because they lost the Darkness in their hearts. However, it's actually a combination of these factors (→P.141).

↑ **Additionally, a related story appears in Promathia 5-2, "Oh, Darkness, I Wish" (→P.162).**

Zilart M02 "Pirate's Lair Norg"

Related: Zilart M08 **"Return to Delkfutt's Tower" (→P.137)**

Gilgamesh's advice

Gilgamesh, the leader of Norg, whom the Lion had introduced, had long eyed Kam'lanaut and his group with suspicion and had been secretly investigating them. He tells the Adventurer to meet a mysterious old man at the Temple of Uggalepih to learn about Kam'lanaut and his group's plans. Meanwhile, at Tenshodo, there was a commotion surrounding the disappearance of Ferena, the sister-in-law of the leader, Aldo.

"I'm going to the Temple of Uggalepih."

↓ Previously, Gilgamesh had been told by a mysterious old man to come to the temple if an ancient ghost awakened.

→ Ferena, who has disappeared. Come to think of it, Eald'narche was interested in her, but...?

Zilart M03 "Chief Kazham"
Zilart M04 "Temple of Uggalepih"

Related Frontier Q14 **"Collective Grievance" (→P.347)**

Ancient incidents recounted by the people of the ancient Crewe

With the help of Kazham's chief, Jakoh Wahcondalo, the Adventurer advances deep into the Temple of Uggalepih and encounters Graviton, a member of the ancient Crew people. She explained to the Adventurer how the current incident began. Ten thousand years ago, the Kam'lanaut and Zilart peoples envisioned turning Vana'diel into Paradise, the realm of the Gods, and launched The Gates of the Gods project to make that dream a reality. However, it is said that when the Kuluu tried to stop it, the Crystal went out of control, and the kingdom vanished. Despite this, the Kam'lanaut are attempting to repeat the plan.

← Gilgamesh's old friend, Jakoh Wahcondalo, provides the key to the depths of the Temple of Uggalepih.

→ Graviton wished for the Kam'lanaut's plan to be halted.

Conversation between Lion and Gilgamesh

Lion: If they claim to be the Crystal Warrior... then are we humans the calamity filled with Vana'diel from the ancient Song? Are we the ones who embody the fear, sorrow, and despair that plague this land... and are we the ones who should be destroyed by the Crystal Warrior, the world's hope...?

Gilgamesh: Hmph. I don't care about some old legend or a Crystal Warrior. I'm not going to sit back and let them take me down. They were going on and on about ending this world and all that, weren't they? What? This isn't a joke!

Conversation: The plan from 10,000 years ago

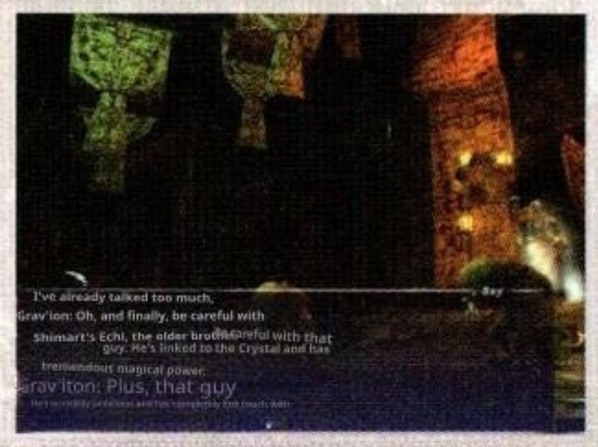
Graviton: The "Gates of the Gods" plan ..... It's about combining the energy of the five Crystals into one, to open the way to the realm of the gods, to Paradise. We of the Crew clan and the "Maidens of the Morning Star," who worship the Goddess of the Dawn, opposed the plan, but our voices were drowned out by the fervent cries of the people of Zilart. The floating island of Tu'Lia was built to serve as The Gates of the Gods, and the plan was finally put into action. When an unprecedented surge of power from the five Arks poured into Tu'Lia, we Kuluu seized the opportunity to destroy the Northern Ark. To stop the plan. But that ended up causing the Crystal to go berserk...

Pick up! Light fragments

The "shattered fragments of Light" that Graviton speaks of correspond to the eight Elements that make up the world, and each Element has its own name, "Prayer of ○." If you place all of them on the eight pedestals in the ancient temple on Zepwell Island, you can receive guidance from the goddess's priestesses.

Pick up! Zilart's "Elder Prince"

This Mission reveals that the person behind the inception of the "The Gates of the Gods" plan was the elder prince of Zilart, who possessed strong magical powers. Upon touching Mothercrystal, the elder prince received a vision of an eternal Paradise where the gods dwell, a vision he perceived as the true "Paradise" that should exist. The entire nation of Zilart shared that image, and in response to a mysterious voice (→P.176) that said, "The Crystal's glow illuminates the path to paradise," they sought to concentrate the Crystal's energy. When you think of the Zilart prince's older brother, you might first think of Kam'lanaut... (See the page to the right)?



↑ Graviton also left a message: "Be careful of Zilart's prince's older brother."

Zilart M05 "The Ancient Stone Monuments"
Zilart M06 Through the Quicksand Caves

Related Frontier Q33 **"Purification of Impure Souls" (→P.353) and more**

In Search of the Eight Fragments

Graviton vanished from the ancient temple on Zepwell Island, leaving behind a message to seek further guidance. However, to receive the advice, the eight scattered fragments of Light must be reunited into one. After visiting ancient stone monuments and gathering fragments of Light representing Fire, Earth, Water, Wind, Ice, Thunder, Light, and Darkness, the Adventurer sets sail for Zepwell Island.

↓ Graviton left behind a fragment of Light called the "Prayer of Darkness." It seems there are two more similar to this one.

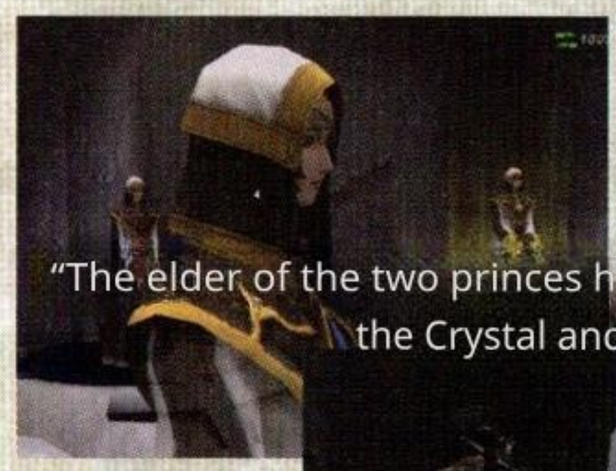
↑ Drawing on advice from Gilgamesh and other sources, around the world... Exploring the scattered ancient stone monuments. It turns out that.

Zilart M07 Chamber of Oracles

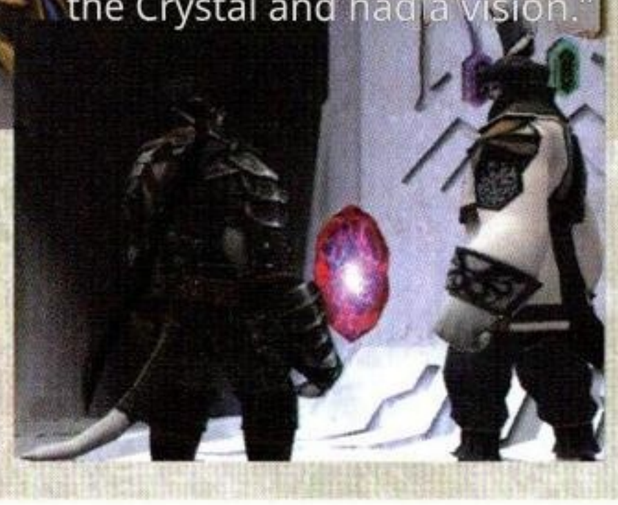
Related Zilart M13 **"The Gates of the Gods: Tu'Lia" (→P.138)**

The message from the Maidens of Venus

Carrying eight fragments of Light, the Adventurer joins Zaid in the Chamber of Oracles within the ancient temple. There, they encounter the phantom of the Maidens of Venus, who, like the people of Crew, oppose the "The Gates of the Gods" project. They explained that both the Crystal Warrior and modern humans are beings influenced by the Crystal. They also explain that the "The Gates of the Gods" project was initiated when Zilart's older brother, the prince, attuned to the Crystal and had a vision of paradise. If they were to go ahead with the plan now, the world would truly perish this time, the priestesses said, urging the group to head for Delkfutt's Tower, the heart of the plan.

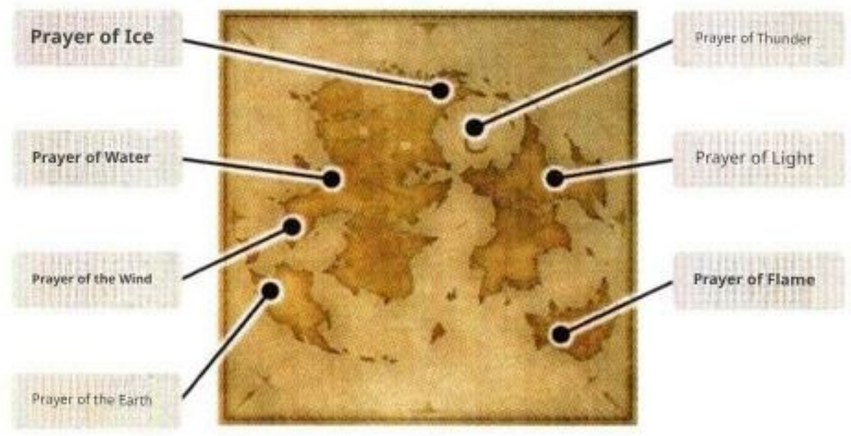


← The priestess says it all began when the prince, having touched the Crystal, yearned for the Kingdom of God.



→ The Adventurer and Zaid obtain the Rainbow Prayer, a fragment that shimmers in seven colors, left by the Maidens of the Morning Star.

■ Map: Locations of Light fragments



Key Item: Rainbow Prayer

A mysterious fragment that shimmers in the colors of the rainbow, bestowed by the priestess of the Goddess of the Dawn.

A fusion of all eight Light fragments: Fire, Earth, Water, Wind, Ice, Thunder, Light, and Darkness. It serves as the key to the Stellar Fulcrum, the heart of Delkfutt's Tower, and the Adventurer and Zaid collect its fragments one by one.

Pick up! 30 Years of the Kam'lanaut and Their Companions

The Kam'lanaut, who had been slumbering in Delkfutt's Tower since the cataclysm (Melt Blow) 10,000 years prior, awoke about 30 years ago. They attempted to restart the "The Gates of the Gods" project, but the effort failed as the Shadow Lord, bound to the Crystal, manifested as "Noise." With the aim of achieving world peace, humans sealed the Shadow Lord about 20 years ago. However, that alone did not eliminate the Noise. Three-Kingdom Common M5-2 "The Heir to the Light!"With the Shadow Lord regaining his true self, the Noise finally vanished.

Pick up! Activating Chrysalis

Originally, only Kam'lanaut could control Chrysalis, the central device within Delkfutt's Tower. However, Eald'narche activates Chrysalis by using Ferena's resonance ability to resonate within the tower the "Memory of the Ancient Race" that the Shadow Lord—Raogrimm—potentially harbors due to being the Talekeeper.

↑ After resonating with the head of the King of the Pavilion, Ferena decides to rest in Jeuno.

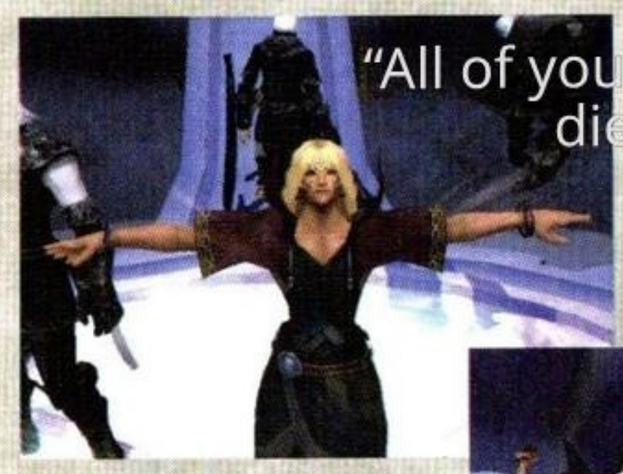
Zilart M08 Return to Delkfutt's Tower

Related: Zilart M16 "The Celestial Nexus" (→P.139)

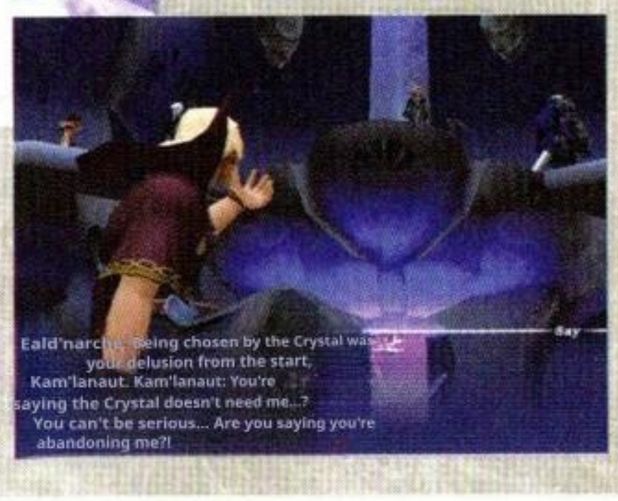
The elder prince reveals his true nature

Just as the Adventurer set Delkfutt's Tower as their next destination, it was discovered that Elena had also been taken there. The Adventurer, along with Lion, Aldo, and Zaid, rushes to Delkfutt's Tower, where Kam'lanaut and Eald'narche await.

As the liberator of Paradise, Kam'lanaut seeks to awaken Tu'Lia, The Gates of the Gods, by using the tower's control device, Chrysalis. The Adventurer defeats him in a deadly battle, but the real danger is his "brother," Eald'narche. Having abandoned his younger brother Kam'lanaut, he manipulated Ferena to activate Chrysalis. He revives Tu'Lia and heads there alone. "If you wish to pass through The Gates of the Gods, go to Gate 1, Ro'Maeve," he said, leaving those words behind—



← Kam'lanaut orders the Crystal Warrior to face Zaid and his party, and then turns to finish off the Adventurer.



→ Eald'narche abandons his "brother" to die and uses Ferena's power to resurrect Tu'Lia.

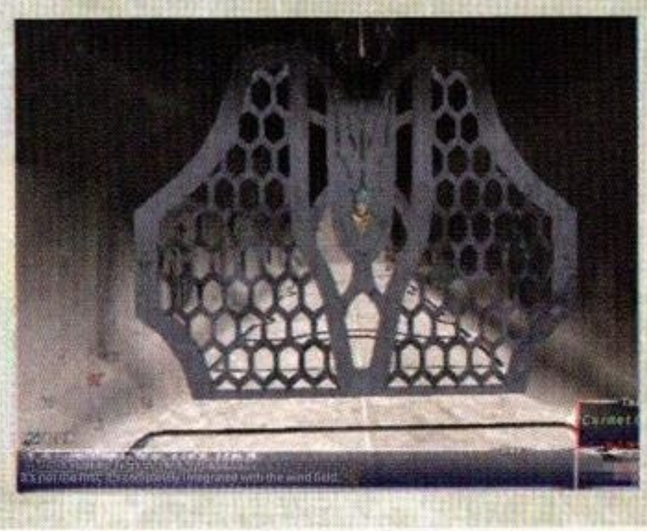
Zilart M09 / Zilart M10 "Ro'Maeve" Sanctuary of Zi'Tah: Temple of Ruin

Related ——

The path to the Holy Land is closed

According to information obtained from Norg, the "Ro'Maeve" that Eald'narche mentioned in Delkfutt's Tower seems to be an ancient temple located in the Sanctuary of Zi'Tah. The Adventurer immediately headed there, but as they advanced deeper into the Hall of the Gods, one of the sections of Ro'Maeve, they found themselves stranded.

◆ The Lion is stopped by Gilgamesh from accompanying the Adventurer.



↑ In Ro'Maeve, a wall with a mysterious depression blocks the way.

Conversation: The true identity of the "Elder Prince"

Eald'narche: But this girl was a stray I found. I never thought someone with such exceptional resonance abilities would actually exist.
Kam'lanaut: I-I can't believe it... then .....

Eald'narche: Farewell. Return to the Crystal, my pitiful brother.
Kam'lanaut: Ugh...! Why .....? My brother... (vanishes)

Lion: Brother?! Then you are...?☒Z: You're the older brother of the Prince of Laograth, even though restoring this Chrysalis is crucial?!
Eald'narche: Ah, this form? The moment I came into contact with the Crystal, my growth stopped. I waited 10,000 years. The initial plan also fell apart completely.
Lion: By plan, you mean... the one to open The Gates of the Gods!?
Eald'narche: That's right. To open The Gates of the Gods, you'll need to do it.

That Rim guy cut in as noise, and there was nothing we could do about it... At that moment, luck struck: Raogrimm was freed from the Shadow Lord by your hands, and the Noise vanished. So, isn't he supposed to be a Talekeeper? And that's when it hit me. If we had the lost, ancient "Memory of the Old Kind" that only the Talekeeper possesses, we could resurrect Chrysalis.

Pick up! Goblin Fick

Fickbrix (nick (nickname: Fick) is a Goblin boy who appeared in ■ Three Kingdoms Common M4-1 "Steal the Magicite." He hoped to serve as a bridge between the Beastmen and humans, but he lost his life while trying to get his Beastmen comrades to listen to him. However, as time has passed, the seed he planted in Jeuno as a symbol of interracial friendship has now sprouted, offering a glimmer of hope for a brighter future where different races join hands.

Pick up! Crystal Warrior and the Living Species

The five current human races have evolved over many years, influenced by the power of Crystal, which is brimming with Melt Blow. On the other hand, Crystal Warriors are artificial lifeforms created by the Zilart using the power of the Crystal. Both are the offspring of Crystal, and therefore share similarities. Above all, what they share is that each Crystal Warrior, corresponding to a specific race, possesses a characteristic "Darkness of the Heart" akin to that of its respective race. This Darkness has become inseparable from humans (→P.173).

◆ The "Darkness of the Heart" within each race

Race	Darkness of the
Hume / Ark Angel HM	Ignorance
Elvanno, Ark Angel EV	Arrogance
Tarutaru / Ark Angel TT	Cowardice
Misrano, and Ark Angel MR	Jealousy
Galka / Ark Angel GK	Hatred

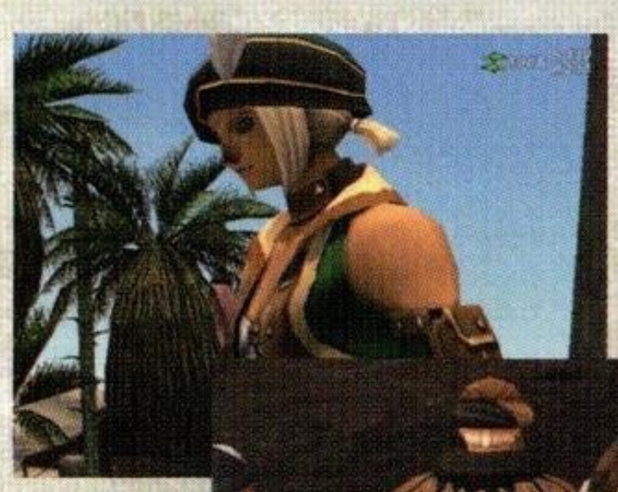
Zilart M11 "Hall of the Gods"
Zilart M12 "Mithra and the Crystal"

Related: Promathia 1 "Steal the Magicite" (→P.124)

A sprouted seed

Following Gilgamesh's advice, the Adventurer met with a Mithra named Malio Comujia in Rabao. In exchange for the treasure found in the Quicksand Caves, he receives a blue crystal that allows him to advance deeper into the Hall of the Gods.

Around that time, in Jeuno, the seed planted by the now-deceased Goblin, Fickbrix, was sprouting. Perhaps the day when he can get along with the Beastmen is near. Seeing a bright sign in this, Aldo resolves to stop Eald'narche, in part to protect the Light of Hope.



← Malyo Komyuja taught me a lot about Ro'Maeve's devices.

↑ Aldo and Feray Naha became a mirage Fick's words when he appeared The leaves give me courage.

Zilart M13 "The Gates of the Gods: Tu'Lia"
Zilart M14 "Ark Guardian"
Zilart M15 "The Sealed Gate"

Related: Promathia 7-5 "What is Bushido?" (→P.171)

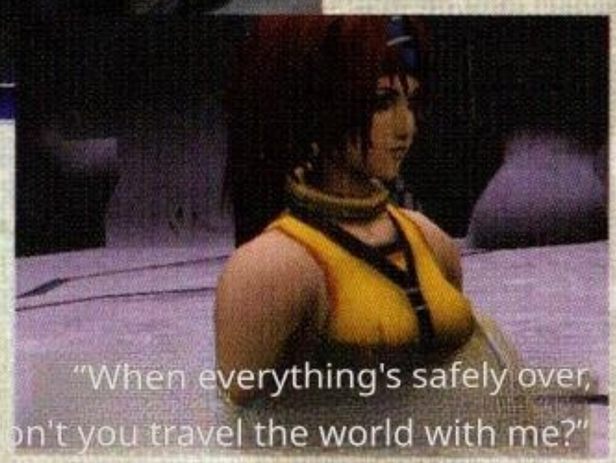
On the island that marks the gateway to the realm of the gods

In the Hall of the Gods, the phantom of Ibnoil, the priestess of the Morning Star, welcomed the three Adventurers: Zaid, Aldo, and the Adventurer. She asks them to free the people of Zilart from an ancient curse and teleports the group to Tu'Lia.

After defeating the Crystal Warriors guarding various parts of Tu'Lia and seeking Norg's advice, the Adventurer headed for the Shrine of Ru'Avitau, which towers in the center of Tu'Lia. There, the Lion joins them and promises the Adventurer that they will travel together once everything is over.

← The Crystal Warrior confronts the Adventurer throughout the La'Loff Amphitheater in Tu'Lia.

→ The Lion, having shaken off Gilgamesh's attempts to stop him, makes a small promise to the Adventurer.



■ Key Item: Blue Crystal

A mysterious crystal that Mario Comiuga is said to have found in the Hall of the Gods. It quietly emits a clear blue light.

When you place this crystal in the wall blocking the path to the Hall of the Gods, the way opens, allowing you to advance to the deepest depths. Furthermore, Ro'Maeve has many other mysterious features, such as a path that can only be traversed in the dead of night during a Full Moon.

Conversation: Promise with the Lion

Lion: I can't just sit still when this world might change. I'm sorry, Dad, but this time I've decided to act on my own. I won't let Eald'narche do as it pleases. I'll also fight to the very end. ..... But it's strange, isn't it? When I first met you, you seemed like a fledgling Adventurer. Now, you're about to take on a battle where the fate of the world is at stake. High above, in the distant skies where no one knows, a battle that will never be told. Hey, when everything's safely over, why don't you travel the world with me? What's with that surprised look? Hehe. I promise. It's almost time to go. Okay? I won't forgive you if you forget your promise.

Pick up! Who is the true Crystal Warrior?

Legend has it that the Crystal Warrior appears when Vana'diel faces a crisis. Eald'narche and his followers commanded those Warriors to eliminate the troublesome living species, aiming to fulfill Zilart's 10,000-year-old dream. However, the Adventurer defeated them in a fierce battle, successfully thwarting their ambitions. Having witnessed this, Ibnoil calls the Adventurer the "True Crystal Warrior." The Adventurer who freed the people of Zilart from an ancient curse and saved the present world was surely someone worthy of the Title of Crystal Warrior.

↑ **Ibnoil addresses the Adventurers as the true Crystal Warrior and then disappears.**

Pick up! The Lion's Warmth

Fereina, whom she met again in Jeuno, says she feels the warmth of the Lion who was supposed to have died in Tu'Lia. In reality, the Lion is not yet dead. The details of her passing are revealed in Jeuno Q76, "What Do You Think About While in the World?"(→P.177).

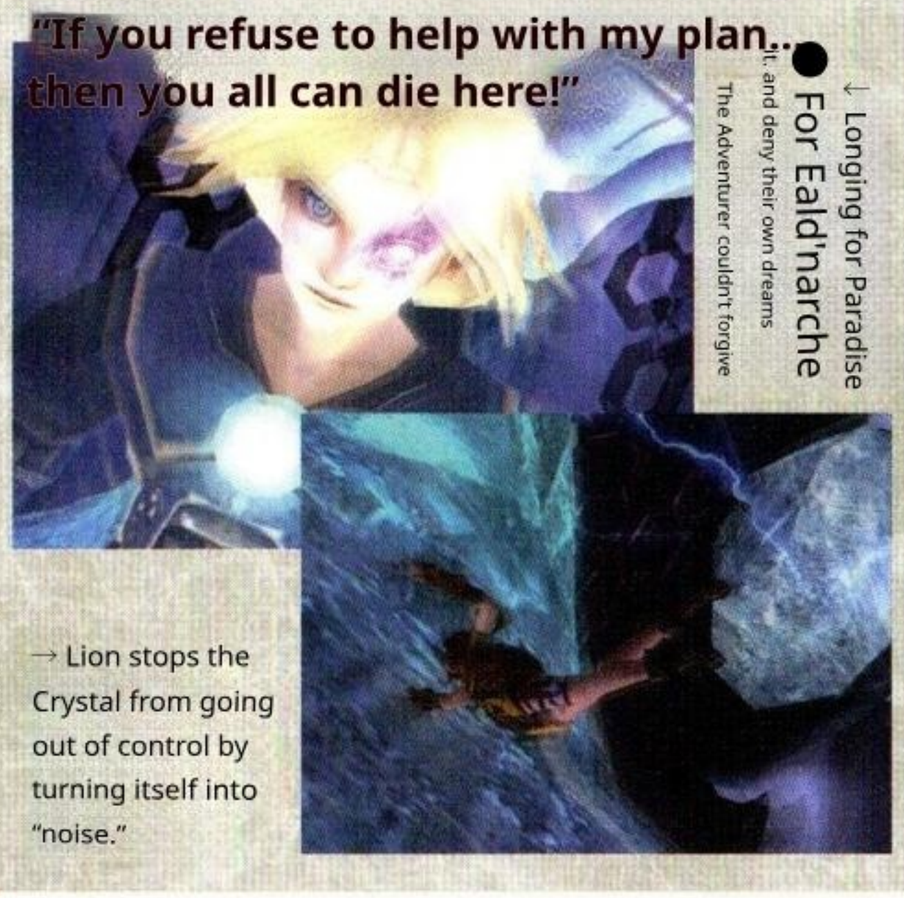
Zilart M16: The Celestial Nexus

Related ■ Promathia 8-1 "The Ancient Garden" (→P.172)

To protect the world as it is now

At the Celestial Nexus within the Shrine of Ru'Avitau, Eald'narche had defeated Zaid and Aldo and was about to open The Gates of the Gods using the power of the Crystal. Eald'narche, having been refused the Adventurer's invitation to pass through the door together, becomes enraged and attacks the Adventurer.

The Adventurer emerged victorious from the deadly battle. In desperation, Eald'narche attempts to unleash Meltblow once more, aiming to destroy the world. However, Lion sacrificed himself to stop it. Eald'narche disappears, persuaded by Ibnoil.



↓ Longing for Paradise
● For Eald'narche
It, and deny their own dreams
The Adventurer couldn't forgive

→ Lion stops the Crystal from going out of control by turning itself into "noise."

Zilart M17: "The End of a 10,000-Year Dream"

Related: Jeuno Q76 "What do you think about while you are in the world?" (→P.177)

With a noble sacrifice in mind

The ancient Zilart people's 10,000-year ambition to turn this world into Paradise was fulfilled through the Lion's noble sacrifice. After hearing from the Adventurer about the Lion's final moments, Gilgamesh quietly reflects on the death of his adopted daughter, sharing her story with the Adventurer.

Meanwhile, in Jeuno, Ferena sensed the Lion's presence. Has her life not yet been taken...? With the "promise" to the Lion in his heart, the Adventurer set off on a new journey.

← **Gilgamesh, the Lion's adoptive father, reflects on the years he has spent with his "daughter."**

◆ Ferena, who adores the Lion like a sister,
With her innate abilities, the lion
She sensed the presence of the lion.

Conversation: The End of an Ancient Dream

Lion: Ugh... I can't... I thought about it a lot, but this was the only way I could think of... (To the Adventurer) I'm sorry. That promise... I might not be able to keep it.

Aldo: H-hey! What are you planning to do?! Zaid: Lion!?

(Lion leaps into the Central Crystal, which is on the verge of going out of control)

Eald'narche: What's with this noise!? Damn it!

The power of the crystal is fading... No way, that's impossible!? Damn it, one more time. One more time.

……。

Ibnoil: No, Eald'narche... you can't...

Eald'narche: ……!?

Ibnoil: You must not further harm this world... or Vana'diel. Harming Vana'diel would also harm the true world you dream of.

It will also harm your Paradise.

Eald'narche: Ibnoil …….

Ibnoil: You understand, don't you, Eald'narche? Nothing ever ends... it just changes form. That time has come for you too. Now then...

(Eald'narche disappears)

Ibnoil: Until we meet again, true Crystal Warriors …….

Scenario Staff & Q&A

Q&A with the Scenario Staff

~Three Nations Missions & Rise of the Zilart~

Q How did the story unfold from the Three Nations Missions to "Rise of the Zilart"?

Kawamoto: Mr. Kato (Masato Kato, the scriptwriter) first created a basic outline, saying, "We'll go with this storyline." So, we built the story around that. Back then, there were very few MMORPGs (massively multiplayer online role-playing games) with a main story, but since it was "FF," we decided to include one. So, rather than coming up with a story, the biggest challenge was actually integrating that story into an MMO.

Q What is the overall concept behind the Three Nations Missions?

Kawamoto: "We decided to create unique storylines for each nation based on the concept that each race carries a sort of 'burden,' while using the Three Nations Missions to fill in the gaps not fully addressed in those individual stories." Since the overarching theme of "FFXI" is "bonds," we wanted to explore how people communicate with each other, especially when they see things differently or lack certain elements.

Q Could you share any challenges you faced while creating the Three Nations Missions?

Sato: "Adding a story to an MMO" was one challenge, but above all, I focused on balancing the narratives of the three kingdoms. I remember being deeply concerned about how to capture the unique character of each kingdom. To avoid overlapping stories, I gathered information from the people in charge of the other kingdoms and consulted with Saito about the overall design. It was a process of trial and error.

Kawamoto: For the production process, we first established the rule for how to connect the overall story, and then each country's lead worked on developing specific narratives. For example, in the flashback scene for the three-kingdom common mission M4-1■ "Steal the Magicite," we first established the rule to connect the events through flashbacks, and then each country's lead would create their respective events. In that Mission, what each person in charge had been working on separately finally came together, and I was struck with a fresh realization: "Oh, so this is how the game's story unfolds." Even if there were parts I didn't understand because they were about other countries, I came to see it as a chance to spark interest in those other countries.

Saito: In "Steal the Magicite," when you touch the Magicite and see past scenes, it creates the impression that the stone remembers everything that's happened in the world. That's the idea. The reason why only the Windurstian conversation between Ajido-Marujido and Yagudo, which is relatively new, is replayed is because the major events surrounding the Windurstian Magicite happened recently.

Kigoe: When we created the event, we didn't anticipate the scene where Fick dies in "Take the Magicite," which is often said to be quite impactful, would resonate to that extent. In Zilart M12, "Mithra and the Crystal," we brought Fick back as a phantom. However, we also used phantoms for other San d'Oria-related stories, like King Lampele and Elparacion, because they were convenient for telling stories from the past. We were scolded for using too many phantoms (laughs).

Kawamoto: It's hard to depict the present because each player experiences it differently, but the past is easier to illustrate, so I ended up using a lot of illusions and flashbacks.

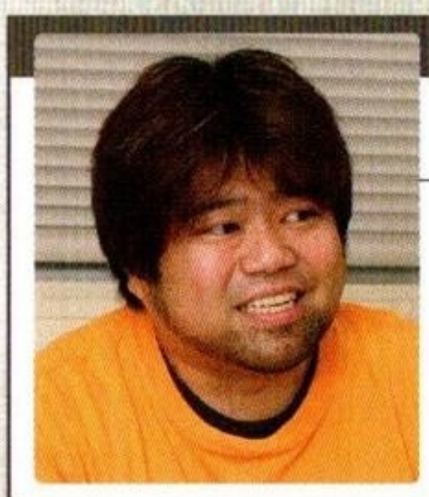
Q What stands out to you from creating each scene?

Kawamoto: In the beginning, we were pretty much feeling our way through things. Kigoe, Saito, and I were on the same team for "Xenogias," and back then, we had a sort of unspoken agreement not to use cut-splits (a technique where the screen switches between different shots within a single scene) too much when creating events. Then, I noticed Sato was using cut-splits a lot, so I thought, "I can't lose here," and I quickly added cut-splits myself.

Sato: I came from the "DuoPrism" team, so I had no idea there was such a rule (laughs). I ended up using cut scenes from the very first Windurstian Mission and even added a mechanism that moved the entire Magic Tower, which served as the stage. Looking back now, I sometimes think I should have saved such a big mechanism for the end of the scenario. But it was precisely because I didn't know much about MMOs and approached it like making a typical RPG that I was able to create that production. So, whenever I want to go back to the basics of event creation, I think of that event.

Kigoe: When someone improved their production skills, it created a sense of competition among the others, as if they felt they had to keep up. In the end, I think that turned out well. ■ Three Kingdoms Common M5-2 "The Heir to the Light!" by SaitoI was truly impressed by the scene where the Shadow Lord gradually emerges from the coffin, as well as the post-battle event. From that time on, I think I started to realize, "This game allows for such a high level of expression."

Saito: The production around the Shadow Lord was criticized many times, and mentally...



Director

Nobuaki Komoto

Nobuaki Komoto

Responsible for Bastok-related work. He also plays a key role in Chains of Promathia and Treasures of Aht Urhgan.
Notable works: "FFI", "Xenogears", and "Chocobo's Mysterious Dungeon 2"

Planner

Yusuke Kigoshi

Yusuke Kigoshi

He started with events and Quests related to Jeuno, and later also took charge of San d'Orian Missions and Quests. Notable works: "Xenogears" and "Chrono Cross"

It was tough, wasn't it? I pushed all the motions and went all out with the effects, really testing the limits of "FFXI" at the time. However, later, when I saw the scene where Tu'Lia appears in ■Zilart M08■ "Return to Delkfutt's Tower," created by Kigoe, the music and direction were so perfectly matched that I thought, "I've lost" (laughs).

From around the time of Kikoshi's "Return to Delkfutt's Tower," I started to properly create storyboards. There are a lot of characters present, including Lion, Zaid, and Aldo, so we had to have detailed discussions with the motion team. That inevitably made a storyboard essential.

Q How did the characters featured in the Three Nations Missions and "Rise of the Zilart" come to be?

Kawamoto: Mr. Kato created the Zilart brothers and the Lion, but the finer details for characters like Zaid and Raogrimm gradually took shape alongside the story of Bastok.

In Mr. Kato's initial plan, the Lion wasn't supposed to disappear in "Rise of the Zilart." It was decided back then that the Keeper of the Apocalypse would be the enemy in the sequel, but the original plan was for the Lion to be that enemy and eventually become the final boss. Due to various circumstances, Lion was removed from the main storyline by diving into the Crystal. Later, Mr. Kato scolded me, saying, "Why are you killing things without permission?" (laughs). In the sequel, "Chains of Promathia," the role that was originally meant for Lion is taken over by characters like Prishe. However, to subtly hint that Lion was originally involved, Jeuno Q76 asks, "What do you think about while you exist in the world?"So she also makes an appearance (→P.178).

Kigoe: I took advantage of Ferena's trait of being able to sense a lot and wrote a line for her saying, "Lion is alive," hinting at a resurrection.

Q What was your aim with the Northern Expedition episode, which holds the key to the Three Nations Missions story?

Kawamoto: Overall, the Three Nations Missions and "Rise of the Zilart" tend to focus on the "world," but for the Northern Expedition, I aimed to emphasize the "story of people caught up in the world." While the themes of racial conflict and reconciliation are at the core of "FFXI," the Northern Expedition symbolizes that perfectly.

Saito: However, in the Three Nations Missions, the Northern Expedition ended with each member still harboring envy and resentment. Ultimately, the story culminated in the Dynamis event, where they worked together to prevent the resurrection of a new Shadow Lord. They also have their grievances, but they only went mad because the power of the stone amplified their negative traits. So, I think it was nicely resolved when they realized that after their deaths and reconciled.

Q In the battlefields like the Three Kingdoms Common M2-3 "Three Great Powers," Louverance was initially present when they were first released. Was his backstory, as revealed in "Chains of Promathia," already decided at that time?

Saito: No, initially, he was just positioned as an Adventurer. Initially, the person in charge of the San d'Orian scenario Louverance was used in an event, but later, when the scenario was revised, Rochefogne and Vauderame were introduced, and Louverance was cut instead. However, the response from players was surprisingly strong.

Sato: "Oh, so everyone cares about him?"With that in mind, we gave him a proper identity and rebirth in "Chains of Promathia." Still, in Promathia 5-3C-3 "Kindling," he does the same thing as in the Three Nations Missions (laughs).

Q There are two theories about the origins of Tonberry in "Rise of the Zilart" and "Chains of Promathia." Which one should we go with?

Sato: There's the story where Melt Blow's influence turns someone into a Tonberry, and the story where the loss of Darkness in one's heart leads to the same transformation. It's both. When a Kuluu has their Darkness removed by Diabolos and is then influenced by Melt Blow, they become a Tonberry.

Saito: Originally, creatures that resembled Hume were divided into the five existing races due to the influence of Melt Blow. However, it could be argued that Tonberry is the sixth race. They're classified as Monsters because there's no clear terminology for them.

Q In addition to "Rise of the Zilart," Ibnoil also plays a key role in the story of "Chains of Promathia." Is she the actual older sister of Kam'lanaut and Eald'narche?

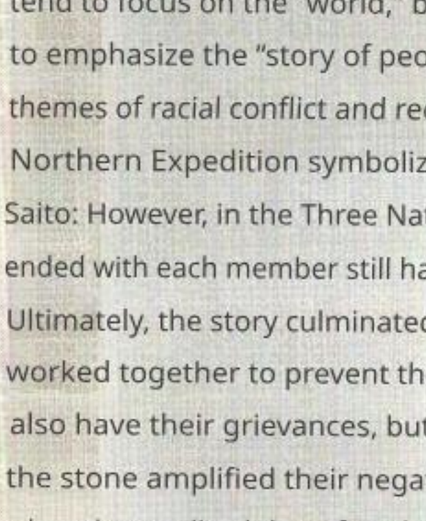
Saito: Yes. There are clues scattered throughout that lead to that conclusion. For example, in Promathia END-6 "When the Spell is Broken," at that point in Zilart M08, "Return to Delkfutt's Tower," if you haven't defeated Kam'lanaut yet, you'll hear the line, "The Maiden of the Morning Star must have left something for her beloved younger brothers." The fact that a mural depicting the three of them together can be found in the Temple of Uggalepih's gallery also stems from their being siblings. Also, in Hajilat M16, "The Celestial Nexus," when Eald'narche dies with Ibnoil by her side, her mouth opens four times, and she says, "Sister." Well, it doesn't show up in the message log, and the shape of the open mouth is the same (lol).

Q Lion and Ibnoil share a similar vibe, but what's the nature of their relationship?

There's no particular connection to Kigoe, but perhaps Kato's view of women is behind the similar vibe. Come to think of it, she might remind you of Kid, the heroine from "Chrono Cross" (an RPG where Mr. Kato wrote the script).

Q At the end of Zilart M16, "The Celestial Nexus," when Ibnoil addresses the player character as the "Crystal Warrior," is that related to the fact that the protagonists of the "FF" series are known by that title?

Saito: That's right. That line was Mr. Kato's idea, but in "Chains of Promathia," we expanded on it. The Adventurer gradually recovers fragments of Light, and in "Promathia 8-3: The Angels' Resistance," once all five Lights are gathered, the title "Crystal Warrior" is granted. That's how we structured it. The Title changes quickly, so it might be hard to notice, but I'd appreciate it if you could keep an eye out for it.



Planner

Yaeko Sato

Yaeko Sato

Responsible for matters related to Windurst. The Three Nations Missions and the story from "Rise of the Zilart" will continue in "Chains of Promathia." Notable works: "FFVI," "DuoPrism," and "Bayonetta Story"

Planner

Yoshitsugu Saito

Yoshitsugu Saito

Responsible for directing boss battles and events. Although he joined the development team midway through the project, he made significant contributions, particularly in refining the game's setting. Notable works: "FFX," "Xenogears," and "Chrono Cross"

FINAL FANTASY. XI ONLINE Final Fantasy

XI

Chains of Promathia ..

STORY GUIDE: Chains of Promathia

Chains of Promathia

Prologue

This is how the legend

begins. It is said that it all began with a "stone."

Long, long ago,

the great, beautiful, living stones

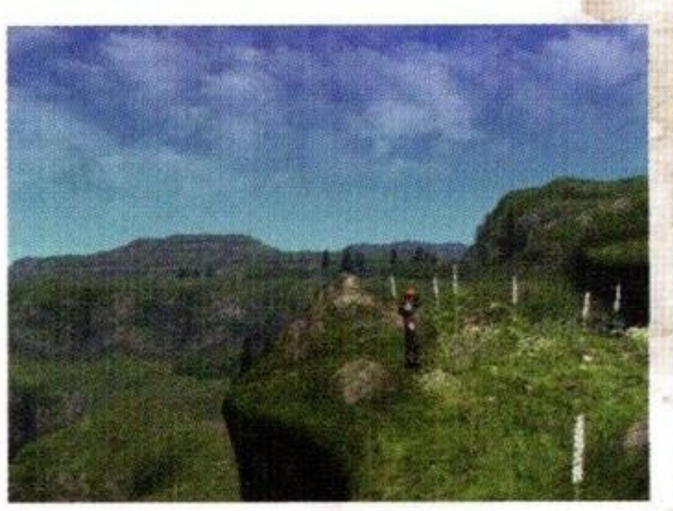
Dispelled Darkness with a radiance of seven colors,

It filled the world with life and

gave birth to the great gods.

A happy era enveloped in Light continued,

and eventually the gods fell asleep .....



The world is called Vana'diel.

Our world, Vana'diel .....

Alas, but before long, a

great calamity would descend,

In the blessed land of Vana'diel.

For tens of thousands of years

The ancient seal that had kept the darkness at bay has been broken,

Endless nightmares are now awakening.

An era of tragedy shrouded in Darkness has

begun. But the gods remain asleep .....

The world is called Vana'diel.

Impressive Scenes

In the Tavnazian Safehold

Promathia 2-3: "Divided Faith"

(Prishe and the others return as the Adventurer and Justinianus are talking)

Prishe: Hey, where's Justinianus?

Justinianus: I'm here! Prishe! Sorry to bother you right after you got back, but could you take a look at these strays we picked up? Two people who were found unconscious, having drifted in from somewhere, are in Lufaise Meadows...

Prishe: Passed out?

Ulmia: It looks like they're right over there.

Prishe: What's that? Are they from the main continent?

(The Chebki siblings interrupt)

Cherukiki: Prishe, that guy was collapsed in front of the eastern cave.

Kukki Chebki: He had the same Amulet as Prishe.

Prishe: What did you say!? The same one as mine!?

Makki Chebki: He stole Prishe's! We'll hang the thief upside down from the cliff by his feet!

Prishe: Baaka! (Pointing to her own Amulet) Then what about this Amulet?!

Makichevky: Huh? That one?

Prishe: Oh, it's your Hayatochiri!

Kukkichebuki: Hyah! (flees)

Makki Chebki: Meow! (runs away)

Cherukiki: Meow! (runs away)

Prishe: But how is it possible that you have the same thing as me...?

Justinianus: Prishe, listen to me. This drifter seems pretty useful. While Prishe was away, they single-handedly defeated the Minotaur that showed up at the Sacrarium.

Prishe: Huh. Could he be quite strong? Well then, I guess I'll have to welcome you. (To the Adventurer) I'm Prishe. I'll be in my room, so come by later to say hello.

In the Hall of Transference

Promathia 3-5: "In the Name of God"

(Adventurers who followed the mysterious boy to Pso'Xja are attacked by the Terrestrial Avatar Diabolos)

Diabolos: I am the one who governs dreams. Any dream becomes my dream. Now, rest peacefully in my world of dreams...

Tenzen: Not so fast! (draws his sword)

Diabolos: .....!? That flame—Phoenix!?

Tenzen: Indeed, this sword, "Ōhōmaru," holds within it the breath of the Terrestrial Avatar of Life, the Phoenix! And I am the samurai Tenzen! I heard the warning from your Terrestrial Avatars that the Keeper of the Apocalypse is coming... So I've come from the East to fight alongside you! Already, three of the five Mothercrystals are surrounded by the Darkness... Now, as Terrestrial Avatars who protect the Mothercrystal, let us fight together to destroy The Emptiness!

Diabolos: What? Fight the Void? That much. Phoenix is currently missing half of his body. That's why Koso has the power to make people forget the battle from 10,000 years ago and do meaningless things.

Tenzen: Meaningless!? What do you mean by meaningless?!

Diabolos: Tell me. The Emptiness is something that exists eternally, following a certain law. The principle of existence and the principle of the soul. The Emptiness is something that exists deep within the human soul.

Prishe: Ours...?

Diabolos: That's why people can't escape from "The Emptiness." You too should be able to hear it beside The Emptiness. The voice of The Emptiness calling. That is the voice of The Emptiness itself, answering.

Tenzen: That voice is .....?

Beneath the Shu'Meyo Sea

Promathia 7-5: "What is Bushido?"

(From the skies above the Shumeyo Sea, to the location of the Fifth Crystal: The mysterious boy Selh'teus appears before the Adventurers who have teleported there)

Selh'teus: (The fifth Mothercrystal, which resided beneath the Holy City of Al'Taieu 10,000 years ago. When the divine city of Al'Taieu was separated from Vana'diel, that Crystal was also lost. However, it wasn't a complete separation. When The Crystal Line was reactivated, and its Light and energy were drawn from the Fifth Mothercrystal... This Crystal, along with the divine city of Al'Taieu, was forced to return to Vana'diel.)

Prishe: Does that mean this Crystal is losing its power to sustain the divine city of Al'Taieu? Louverance: Support the divine city of Al'Taieu?

Scally B: Could it be that the True Dragon King Bahamut was referring to this Crystal?

Prishe: Yes. Because this Crystal has weakened, the Keeper of the Apocalypse is about to descend upon Vana'diel.

Jabbos: ...Then... if this Crystal... regains its full power...!

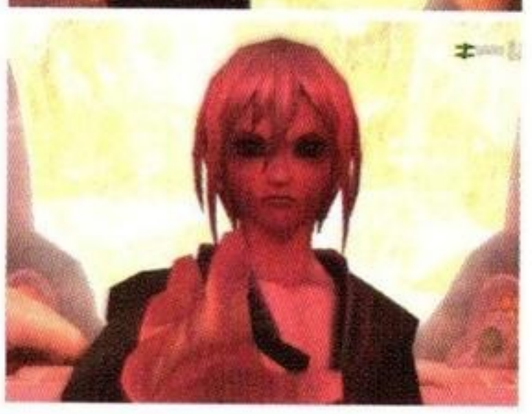
Tenzen: The fall of the divine city of Al'Taieu has been prevented, and the Keeper of the Apocalypse will not be released in Vana'diel. ..... That's what Selh'teus and the Terrestrial Avatar Phoenix also thought. That is why he went to the four Mothercrystals left in Vana'diel and drew out their Light and power. To infuse that power into this Crystal...

Selh'teus: (..... But I am a child of The Emptiness. I cannot be the bearer of Light. That's why a strong bearer was needed—you.)

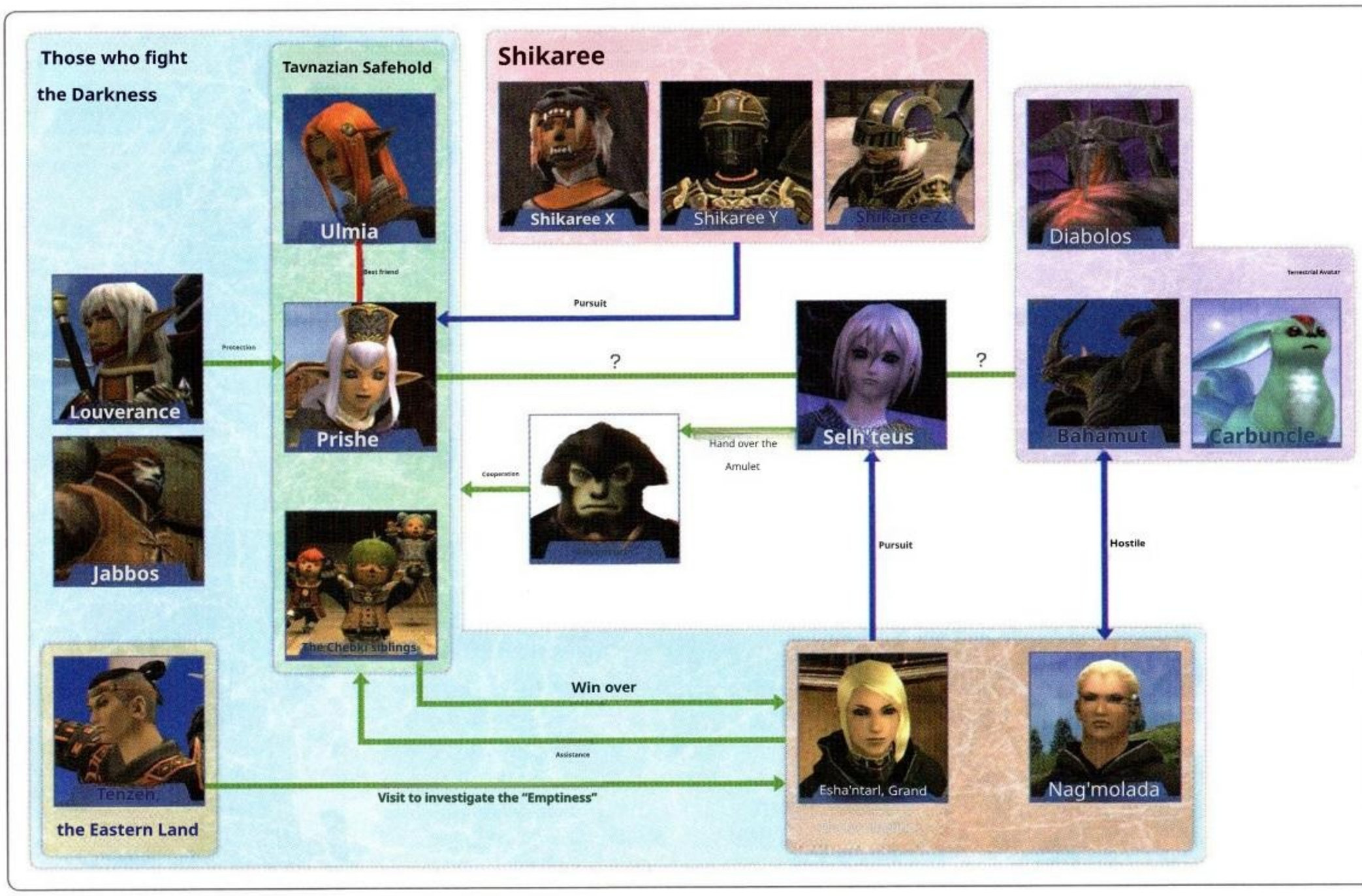
Prishe: (to the Adventurer) Have you noticed it too? Before you knew it, you too could hear the voices in people's hearts... That's because four Lights were gathering within you through the Amulet.

Tenzen: This is what the Terrestrial Avatar Phoenix called you. The "Vessel of Light" of Mothercrystal. And that, before this Mothercrystal, you are a vessel meant to be shattered...

Selh'teus: (Yes, your journey was for the Crystal. The long, long journey ends here and now. Now, let's return. To the Crystal)



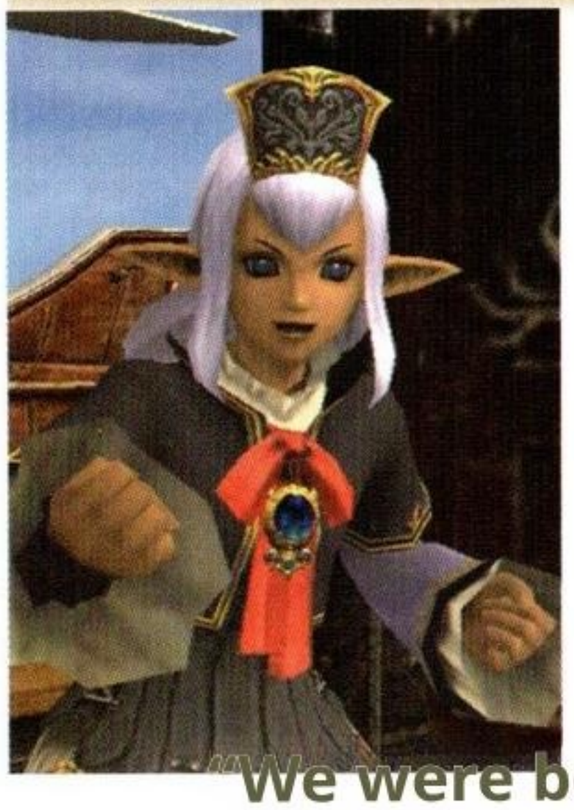
Characters



The magnificent, unparalleled, and "abominable child"

Prishe

Prishe



Main appearance scenes

Promathia 2-3

"A Faith Divided"

Promathia 6-4

"Fear me"

Promathia 8-4

"Dawn"

Jeuno 074

"Bearing the Sun Ring"

Main location:

Tavnazian Safehold

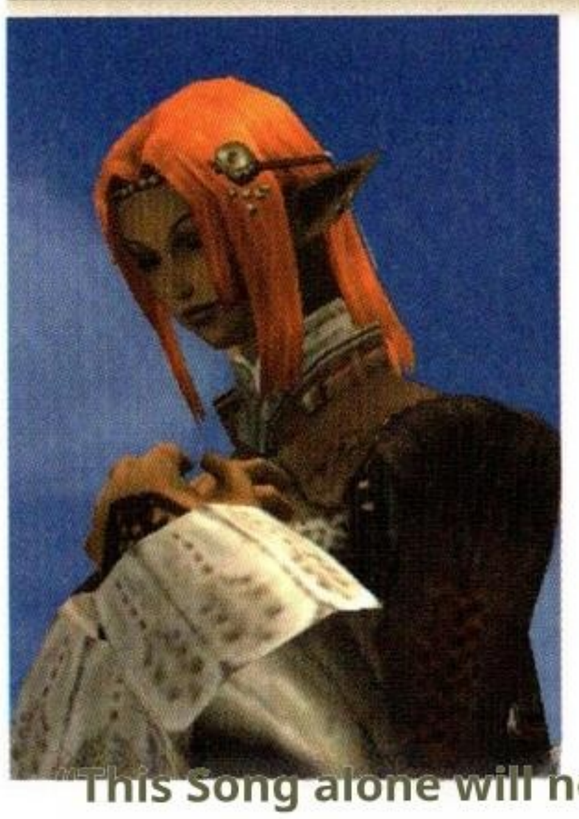
"We were born! We were born!"

A young girl who studies theology and lives in the Tavnazian Safehold. She developed a unique condition due to an accident that occurred during her baptism in the Cathedral, and has since been feared by the people of Tavnazia as the "Abject Child." Despite her circumstances, she has a carefree and spirited personality. She spent her days protecting the residents as the leader of the underground bunker's vigilante group, but a chance encounter with an Adventurer prompts her to throw herself into the battle against the Keeper of the Apocalypse.

The daughter who seeks the Song of God

Ulmia

Ulmia



Main appearance scenes

Promathia 2-3

"A Faith Lost in Time"

Promathia 2-4

"Song that Echoes Eternally"

Promathia 6-1

"For Whom Do We Sing?"

Jeuno Q74

"Bearing the Sun's Ring"

Main location:

Tavnazian Safehold

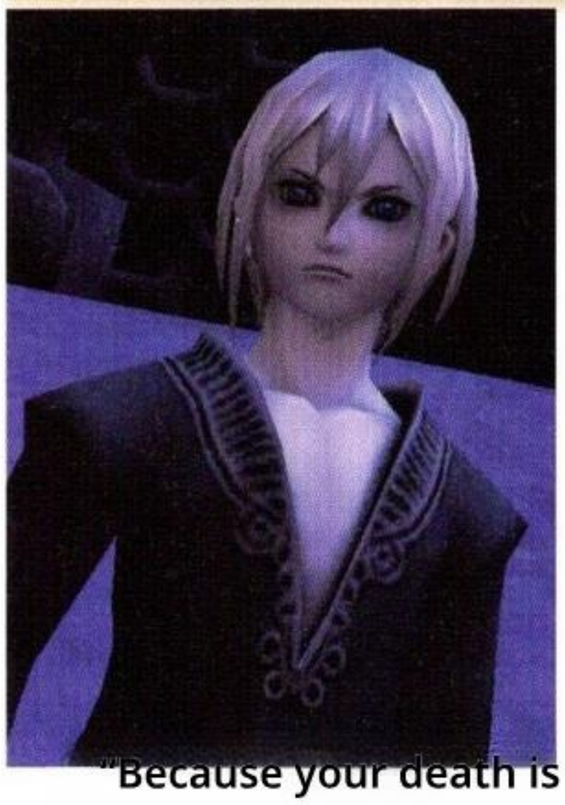
"This Song alone will never be lost, A Song that serves as our guiding light ....."

A singer who is Prishe's closest friend. She is also the granddaughter of Despa Ciel, the elder of the underground shelter. She once belonged to the choir of Tavnazia Cathedral, and her voice was praised as the most beautiful in Tavnazia. She is a quiet and composed woman, but she has a strong core and is always looking out for Prishe, who is shunned by everyone. Upon learning that the Song "Memoro de la Stono," which echoes through the Cathedral, is connected to Prishe, she sets out to unravel its secrets.

The extraordinary boy who triggers the events

Selh'teus

Selh'teus



Main appearance scenes

Promathia 1-1

"Baptism of Life"

Promathia 5-1: "The Unceasing Clatter of Swords"

Promathia 8-4

"Dawn"

Jeuno Q76

"What do you think about while you're in the world?"

Main locations:

Upper Jeuno, Monbreaux Clinic

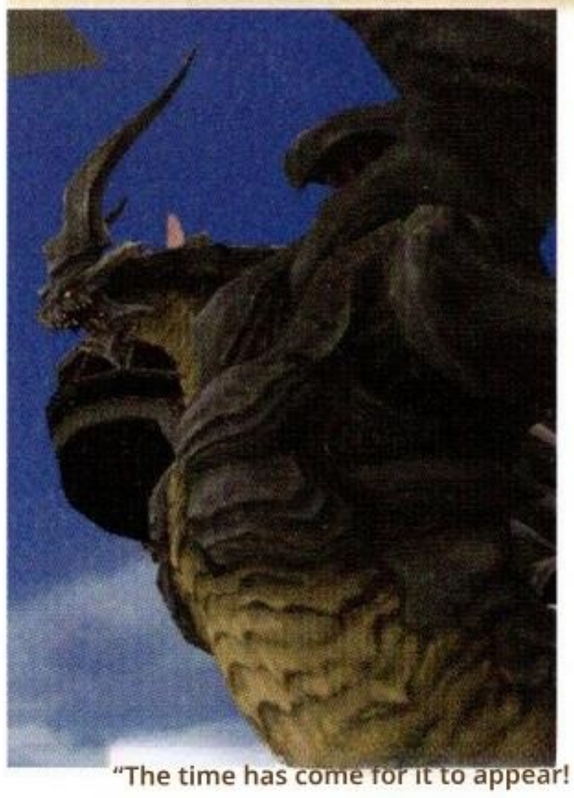
"Because your death is the only way to save both the world and its people..."

A mysterious boy suddenly appeared at Delkfutt's Tower. He was found unconscious at the scene of an experimental accident in the tower and was taken to the Monbreaux Clinic in Upper Jeuno. Upon regaining consciousness, he handed a mysterious Amulet to an Adventurer who happened to be nearby, then vanished into thin air. After that, he appears wherever the Adventurer goes, gradually enveloping Mothercrystal, the very foundation of the world, in the Darkness.

The Archdragon that emerged from the ocean

Bahamut

Bahamut



Main Appearance Scenes

Promathia 1-1

"Baptism of Life"

Promathia 4-2: "Fierce Beings"

Promathia 6-4

"Tremble before me"

Jeuno Q74

"Carry the sun's ring"

Main location:

Monarch Linn

"The time has come for it to appear!

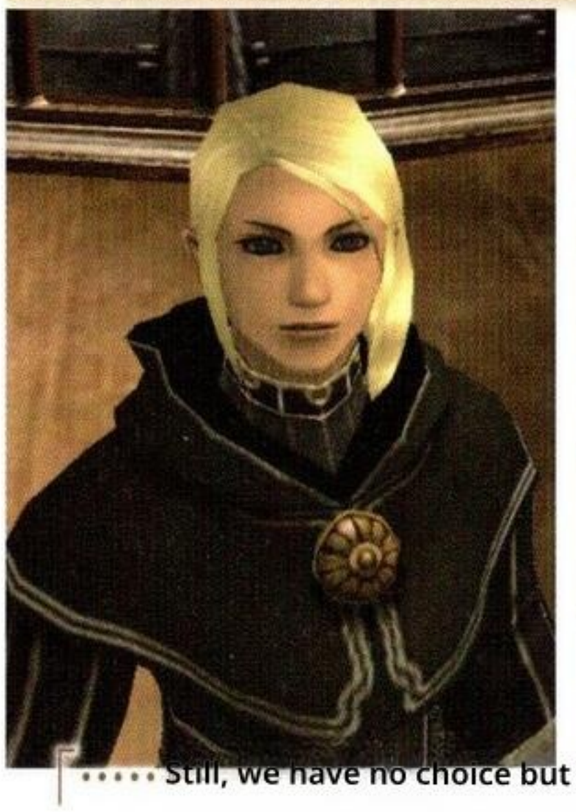
The Keeper of the Apocalypse...!"

The leader of the True Dragons and one of The Five Terrestrial Avatars that protect Vana'diel. Known as the "Conqueror of the Skies," it rules the vast expanse of the heavens as its domain, manipulating space at will. As Selh'teus appeared, it simultaneously emerged from the depths of the Shu'Meyo Sea, proclaiming the start of the Holy War. It called upon the True Dragon clan to rally, and flew to the Tavnazian Archipelago. Using Monarch Linn as a temporary abode, preparations are underway to fulfill a contract made with an unknown party.

The beautiful woman who acts as the representative of the Grand Duke of Jeuno

Esha'ntarl

Esha'ntarl



Main appearance scenes

Promathia 3-2

"City Without a Lord"

Promathia 6-4 "Fear Me"

Jeuno Q74

"Bearing the Sun Ring"

Jeuno Q76

"What do you think about while you are in the world?"

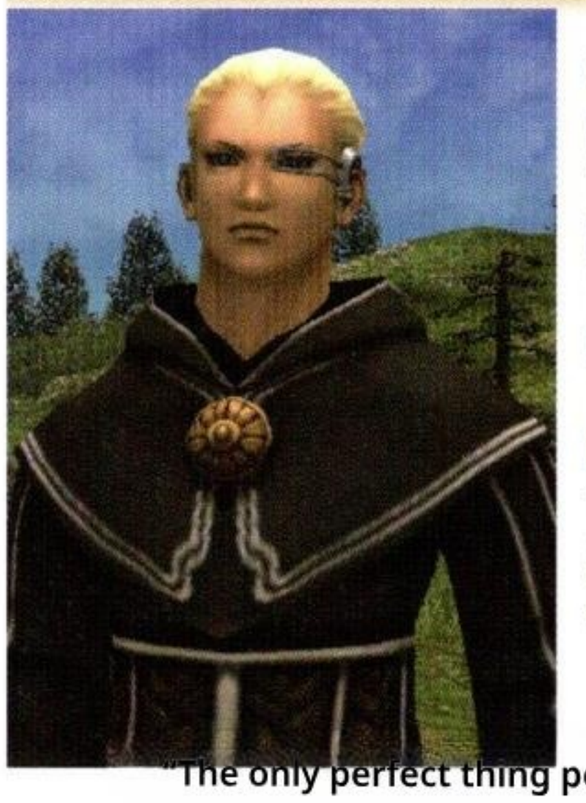
Main locations: Ru'Lude Gardens and the Audience Hall

"Still, we have no choice but to fight. Goddess Altana, ... grant us victory ..." A high-ranking official of the Grand Duchy of Jeuno. She is trusted by Grand Duke Kam'lanaut and, in his absence, is authorized to act as his representative and receive envoys from other nations. She is also a leader of the Jeunoan research organization, the Armathrwn Society, and is dedicated to protecting the world from the threat of The Emptiness that has appeared across Vana'diel. She begins to pursue Selh'teus, who threatens Mothercrystal, as the "Keeper of the Apocalypse"—but...?

An ambitious Jeunoan diplomat

Nag'molada

Nag'molada



Main appearance scenes

Promathia 1-1

"Baptism of Life"

Promathia 5-3B-3 "Praisebringer"

Promathia 8-3: "The Angels' Resistance"

Jeuno Q76

"What do you think about while you're in the world?"

Main location:

Upper Jeuno

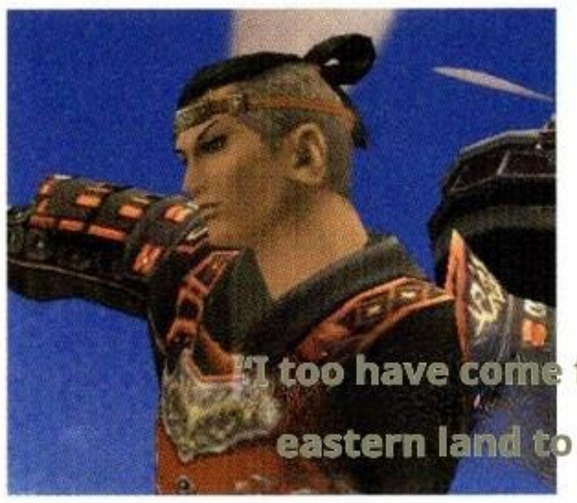
"The only perfect thing people should rely on is the truth. That's all there is to it."

A diplomat and a long-serving vassal of Kam'lanaut. During the Crystal War, he traveled to various countries as the Grand Duke's envoy, working hard to form the Altana Union. Citizens praise him for his broad-mindedness in selecting capable individuals regardless of their social status, but in reality, he is self-righteous and driven by ambition. As a member of the Armathrwn Society, he pursues Selh'teus and gradually begins to exploit the situation for his own hidden agenda.

The one who carries the phoenix

Tenzen

Tenzen



"I too have come from the eastern land to fight alongside you!"

Key appearance scenes

Promathia 3-2 "The City Without a Lord"

Promathia 7-5

"What is Bushido?"

Jeuno Q76

"What do you think about while you're in the world?"

Main appearance locations:

Ru'Lude Gardens and the Audience Hall

A samurai who serves the Emperor of a country in the Far East. Guided by the Terrestrial Avatar Phoenix, who dwells within his beloved sword "Phoenix Maru," he came to Jeuno to investigate The Emptiness that threatens the land. Together with the Adventurer, he pursues the source of the Void: the "Keeper of the Apocalypse."

A disgraced knight who wanders from place to place

Louverance

Louverance

Mistalle

"It remains impossible to dispel the taint that still clings to the name of Mistal..."

Main appearance scenes

Promathia 3-3A-2

"Descendant of the Ruiji Family"

Promathia 4-4

"Despite the reproach"

Jeuno Q76:

"What do you think about while you are in the world?"

Main appearance location:

Carpenters' Landing

A descendant of the fallen noble house of Mistal in San d'Orian. On a secret mission from the San d'Orian Church, he pursues Mildrion, a cardinal of Tavnazia. He can be a passionate man deeply committed to chivalry at one moment, and a cool-headed individual at another, shifting his demeanor as if he were a different person each time.

A hermit who lives among the Beastmen

Jabbos

Jabbos

"It's not just for humans... but for····· all the Moblin... to help them...···

Main appearance scenes

Promathia 5-3A-3

"Why does that child"

Promathia 7-3

"Never in the corner of your

Jeuno Q76:

"What do you think about while you're in the world?"

Main appearance location: Movalpolos Mine Shaft #2716

Garka, a taciturn character who lives alongside the Beastmen Moblin in the subterranean city of Movalpolos. He had been trying to persuade the Moblin to avoid conflict with humans, but with the appearance of Selh'teus, his position begins to falter.

Leader of the Sin Hunter Sisters

Shikaree Z

Shikaree Z

"Find that guy, We must make him pay for his sins."

Main appearance scenes

Promathia 5-3C-2

"Headwind"

Promathia 7-4 "Before the Breakup"

Jeuno Q76

"What do you think about while you're in the world?"

Main appearance location:

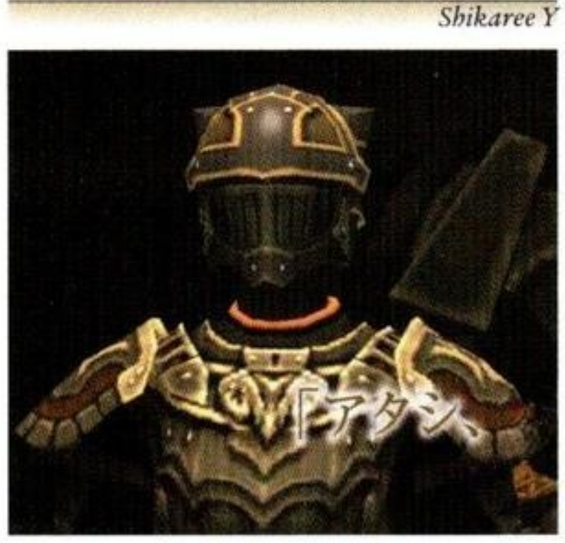
Boneyard Gully

The eldest of the three Sin Hunter sisters, dispatched from the southern Mithra homeland, the Gha Naboh Matriarchate. She is a formidable Dragoon with exceptional skills, tasked with hunting down criminals in the name of Mithra's justice, and she is currently tracking the whereabouts of Prishe and Mildrion.

A Dark Knight with a temperamental personality

Shikaree Y

Shikaree Y



I just love shedding blood, you know."

Main appearance scenes

Promathia 5-3C-2

"Headwind"

Windurst Q22

"Shikaree Y"

Other Q43

"Sin Hunters' Dance"

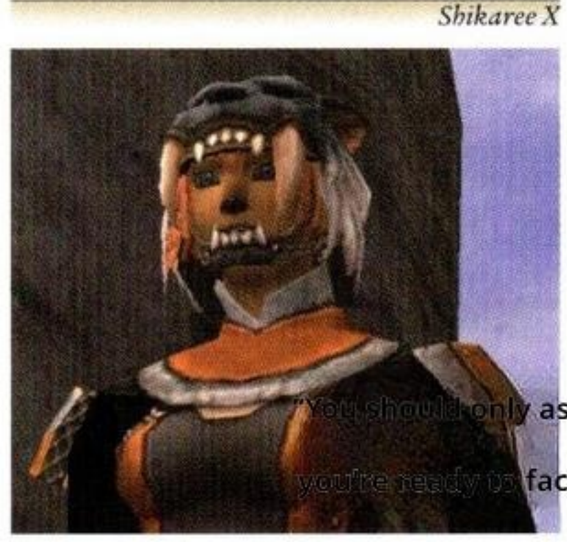
Main location: Windurst Walls

The second of the three Shikaree sisters. She is a radical Dark Knight who openly admits to enjoying the sight of blood and is willing to use somewhat forceful methods to accomplish her missions. She claims to be searching for a stone that brought calamity upon a certain tribe of Mithra.

A Beastmaster with a childlike spirit

Shikaree X

Shikaree X



"You should only ask tough questions when you're ready to face the consequences yourself."

Main appearance

"Knot"

Other Q35

"Scary X"

Other Q43

"Sin Hunters' Dance"

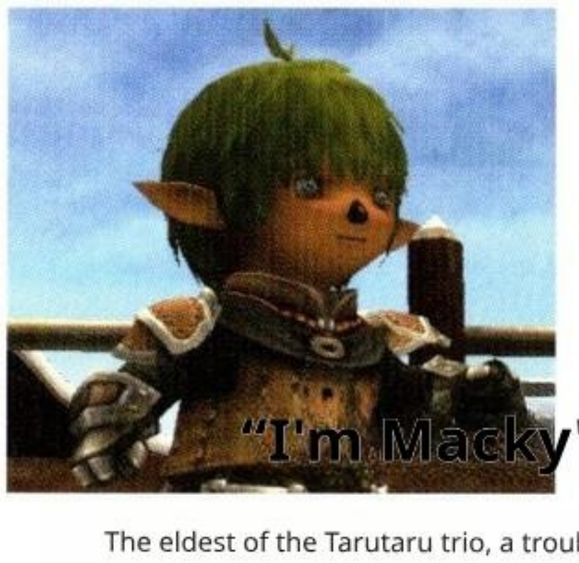
Main appearance location: Port San d'Oria

The youngest of the three Shikaree sisters. Though she still retains a childlike side, her exceptional talent as a Beastmaster led her to become a Sin Hunter. This mission marks her first assignment as a Sin Hunter, and she eagerly sets out to track down Prishe.

The eldest son of the Chebukki siblings

Makki-Chebukki

Makki-Chebukki



"I'm Macky's sidekick~ ♪"

Main appearance scene:

Promathia 2-1 "The Call of the West"

Promathia 3-3B-1 "The Glorious Motherland"

Promathia 7-5 "What is Bushido?"

Main location:

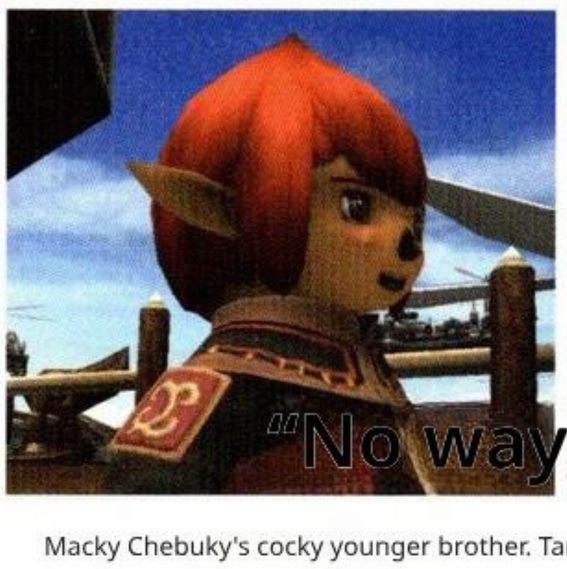
Tavnazian Safehold

The eldest of the Tarutaru trio, a troublesome bunch from Tavnazia. All three siblings were opportunists with a weakness for money, and they would often cause trouble and draw Prishe's ire. After crossing the continent, he sets out to find his estranged father and make a better life for himself.

The dependable second brother

Kukki-Chebukki

Kukki-Chebukki



"No way, Jalapeño!"

Main appearance scenes

Promathia 2-1 "The Call of the West"

Promathia 3-3B-1 "The Glorious Homeland"

Promathia 7-5 "What is Bushido?"

Main location:

Tavnazian Safehold

Macky Chebuky's cocky younger brother. Tarutaru, with his trademark deep red hair, is on a quest to find his father. Meanwhile, he and his sister are plotting to gain favor with Nag'molada, a high-ranking official in the Grand Duchy of Jeuno. Despite appearances, he seems to be proficient in Black Magic.

The siblings' one touch of red

Cherukiki

Cherukiki

Ra: "... Is this seppuku?!"

Main appearance scene:

Promathia 2-1 "The Call of the West"

Promathia 3-3B-1 "Our glorious homeland"

Promathia 7-5 "What is Bushido?"

Main location:

Tavnazian Safehold

The youngest sister of the Chebky siblings. She's the only girl among her siblings, but she's just as mischievous as her two brothers. When the siblings work together to cast the ultimate Magic spell "Meteor," she leads the incantation, but sometimes she gets nervous and fails.

A diligent leader of the vigilante group

Justinius

Justinius

"Traveler, where do you come from, and where are you going?"

Main appearance scenes

Promathia 2-1: "The Call of the West"

Promathia 4-1 "Yorishiro"

Other Q41 "Uninvited Shadows"

Main locations:

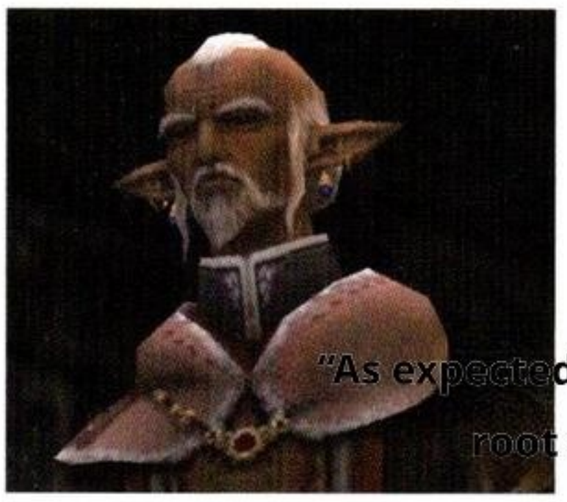
Tavnazian Safehold, Assembly Hall

Hume, a young man who leads the vigilante group of the Tavnazian Safehold. As a skilled ax wielding warrior, he is feared even by the Beastmen who dominate the surrounding area. Because he's a diligent person at heart, he's always being pushed around by Prishe and the Chebki siblings.

The elder who unites the people of the underground shelter

Despachiaire

Despachiaire



"As expected, Prishe is the root cause of everything."

Main appearance scenes

Promathia 2-2 "The Forgotten City"

Promathia 4-4 "Despite facing criticism"

Other Q37: "Faith and Trust"

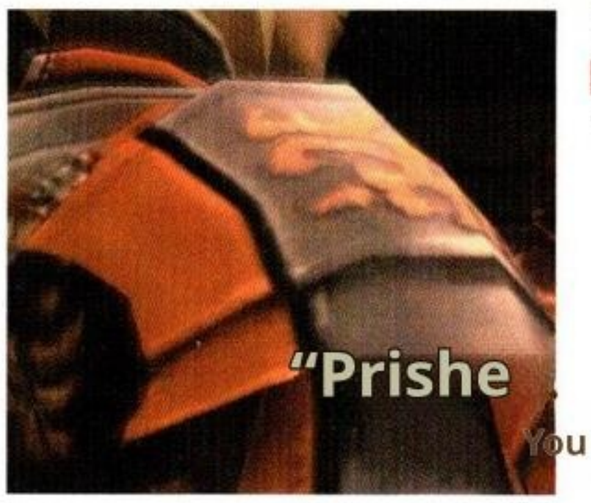
Main appearance locations: Tavnazian Safehold, Elder's room

An elderly man who unites the survivors of Tavnazia, and Ulmia's grandfather. As the oldest among the inhabitants of the underground shelter, he has guided everyone as an elder. He is deeply religious and conservative, and he shuns Prishe as the "abominable child."

The Saint of Unknown Whereabouts

Mildrion

Mildaurion



"Prishe, you are a child of destiny."

Main appearance scenes

Promathia 4-3 "The Meaning of Worship"

Promathia 7-2 "Flame in the Darkness"

Jeuno Q76 "What do you think about while you are in the world?"

A cardinal who served in the Cathedral of Tavnazia. He is known as a saint on par with the Pope of the San d'Orian Church, and he was also the one who protected Prishe, who developed a unique condition. He was thought to have died in the chaos of the Crystal War, but...?

A highly cautious person who has given up on the world

Vukki-Chebukki

Vukki-Chebukki

Main appearance

Promathia

5-3A-2 "Two Renegades"

Frontier

Q67: "Golden Mine"

Main locations:

Bibiki Bay and Purgonorgo Isle

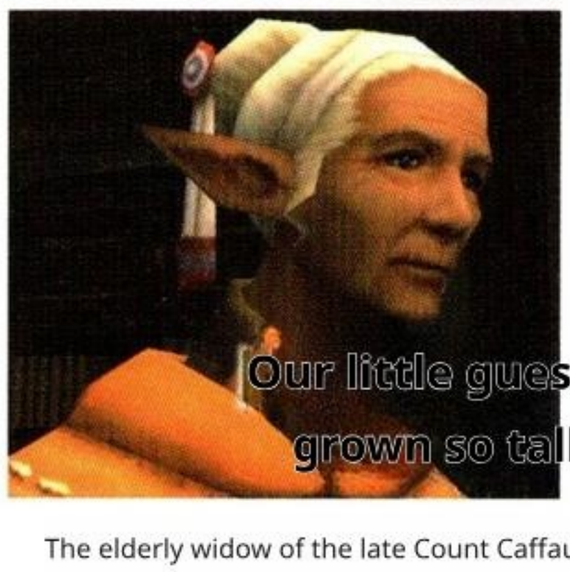
A Tarutaru recluse who lives on Purgonorgo Isle in Bibiki Bay. She is exceptionally cautious, always hiding within the wooden chariots used by the Beastmen and even employing Mandragora as a body double. She seems to have a deep connection with Louverance.

A calm and wise woman

Hinaree

Hinaree

Caffaule



Main appearance scenes

Promathia 3-3A-3

"One Named Louverance"

Promathia 5-3C "The

Gathering Messengers"

Main location: Count

Caffaule's residence in South San d'Oria

The elderly widow of the late Count Caffaule, a nobleman of San d'Oria. Through her late husband, a clergyman, she was also acquainted with Cardinal Mildredion. She seems to have been close to the late Countess of Mistral and is concerned about the future of Louverance, her orphaned child.

A woman who lost her memory during the Great War

Mathilde

Mathilde

Main appearance scenes

, Promathia 6-3

"All the Answers I Seek"

Main appearance

location: Selbina Clothcraft Guild Shop

A woman who lives in Selbina. During The Crystal War, she lost her memory and drifted ashore. The owners of a Clothcraft Guild shop took her in and raised her as their daughter. Her appearance is said to closely resemble that of Ulmia's friend, Emerine, from when Ulmia was in the Choir, but...

They worship the male god as the creator

The Moblins

Moblins

Main appearance scenes

Promathia 5-3A-3

"Why does that child..."

Promathia 7-3

"Never in the corner of the eye"

Bastok Q67:

"Find Movalpolos"

Main appearance

location: Movalpolos Mine Shaft #2716

The Moblin who live alongside Jabbos in Movalpolos. They worshipped Promathia as a god and believed their mission was to harm humanity. They mistakenly believe that Selh'teus, who has appeared, is the "reincarnation of Promathia."

A dream demon who brings peace to the soul

Diabolos

Diabolos

Main appearance scenes

Promathia 3-5

"In the Name of God"

Windurst Q84: "With the

Special

Main appearance location:

Pso'Xja's Hall of Transference

The "Dream Herald," one of The Five Terrestrial Avatars. The dream world "Dunamis" was created to offer peace to the souls of those who lost their bodies to "The Emptiness." It seems they know Selh'teus, and they call him a "traitor."

A small glimmer of hope that saves people

Carbuncle

Carbuncle

Main appearance scenes

Promathia 5-3B

"In Search of Paradise"

Windurst Q79:

Other Q50

"Gods' Moon"

Main location: La Theine Plateau

One of The Five Terrestrial Avatars, also known as the "Child of the Rainbow." To prevent Promathia from awakening, they have given humans the power of the "Sleeping Gods" in the form of Avatars. After meeting Tenzen, she lends her power to Adventurers.

Background information on the story — Chains of Promathia

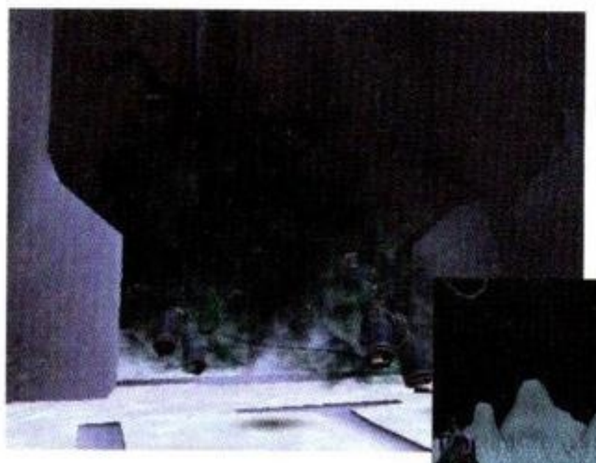
The Emptiness

Related content: Promathia 1-2 "Beneath the Tower" (→p. 156) and more

In recent years, a strange phenomenon has been occurring around the world. This Darkness, also known as the "Void," spreads slowly but endlessly, and when it engulfs something, both land and living things vanish without a trace. It is also said that people who come close to the "Void" commonly have a dream in which they are told that the "Keeper of the Apocalypse" has appeared. Especially in the "Land of the Rising Sun" in the Far East, it has caused damage that threatens the very existence of the country, and the Grand Duchy of Jeuno is also making every effort to respond and investigate its cause.

■ Promyvion

On the continents of Quon and Mindartia, the existence of "Promyvion" has been confirmed on "The Rock." This is an alternate dimension believed to be connected to "The Emptiness." Within Promyvion, land consumed by the "Vain" appears to float in the void, and a Monster known as the "Vain (Empty)" is said to roam the area. The Jeunoan Armathrwn Society is conducting an expedition, but the investigation is proving difficult, with researchers suffering damage from the "Void," among other issues.



← It is said that those who are drawn into "The Emptiness" either disappear without a trace or fall into a deep, unending slumber.

→ It is rumored that the "Vain" that dwell within Promyvion are the final form of creatures consumed by the "Vain."

Armathrwn Society

Related content: Promathia 1-2 "Beneath the Tower" (→p. 156) and more

A secret research institute of the Grand Duchy of Jeuno. It primarily investigates and researches topics such as The Emptiness and Mothercrystal. Many Jeunoan dignitaries also serve as members of the Institute, including Esha'ntarl and Nag'molada.

← Members of the Armathrwn Society all wear black robes. Some of them seem lifeless, almost like dolls.

The Five Terrestrial Avatars

Related: Promathia 3-5 "In the Name of the Gods" (→P.159), etc.

Five "living gods" who protect Vana'diel with their immense power. In the ancient conflict between the Zilart and the Kuluu (→P.131), they all sided with the Kuluu. Although they are collectively referred to as the "Five Terrestrial Avatars," their goals and actions do not necessarily align, and each operates independently. They seem to be at odds with the "Sleeping Gods" that reside within the massive protocrystals found throughout the land.

Bahamut, the Conqueror of the Skies

← The king of the True Dragons, who rules over space. Legend has it that, to close the Gates of Paradise, he sank into the Northern Sea, transforming his body into a giant lock.

Phoenix, the Bird of Rebirth

→ A sacred bird that holds the Flame of Life. Now, having lost its physical form, it exists only as a soul, residing within Tenzen's beloved sword, the "Ōzōmaru."

Diabolos, the Messenger of Dreams

← A dream demon who wields the power of dreams. He strives to save human souls from "The Emptiness," but is reluctant to engage in direct combat with the forces of emptiness.

Fenrir, the Guide of the Stars and Moon

→ A Terrestrial Avatar that rules over the stars and moon, and the guardian beast of Windurst. It holds the power to shape the future, but vanished during the Crystal War.

Carbuncle, Child of the Rainbow

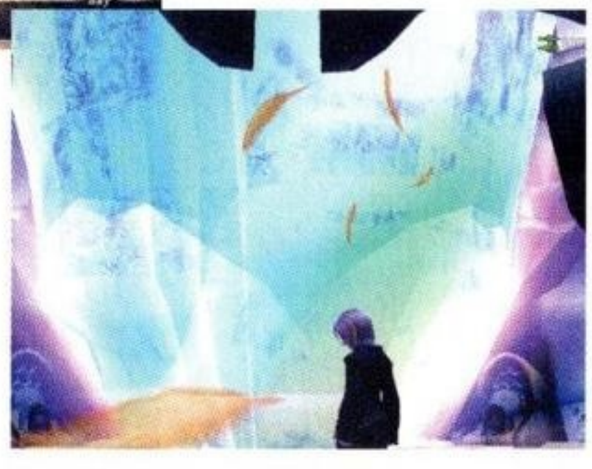
← A Terrestrial Avatar that wields the power of Light. Despite knowing that its actions amplify the power of the "Sleeping Gods," it continues to aid humanity.

"Keeper of the Apocalypse"

Related content: Promathia 3-2 "The City Without a Lord" (→p. 157) and more

The one said to bring ruin to Vana'diel. Also known as the "Incarnation of the Male God," he is said to wield "The Emptiness" within him and seek vengeance against Mothercrystal, but little is known about his true nature. The Armathrwn Society believes that Selh'teus, the boy who wields The Emptiness and plunges Mothercrystal into Darkness, is the Keeper of the Apocalypse, and they are tracking his whereabouts.

← The Terrestrial Avatar Bahamut, sensing the emergence of the Keeper of the Apocalypse, was resurrected and called upon the True Dragons to wage a holy war.



→ The boy Selh'teus, who plunges Mothercrystal into the Darkness. Could he be the Keeper of the Apocalypse...?

The Gate to Paradise

Related content: Promathia 3-3A-1 "Transmigration" (→p. 158) and more

The gate that separates the ideal realm of Paradise from the present world, as described in the creation myth of Vana'diel. According to the myth, ancient humans attempted to open this door, which angered its guardian and led to the destruction of their civilization. It is said that Promathia then placed a Curse of Strife upon humanity, ensuring that they would never again aspire to reach Paradise.

■ The Gate to Paradise in the Altana Faith

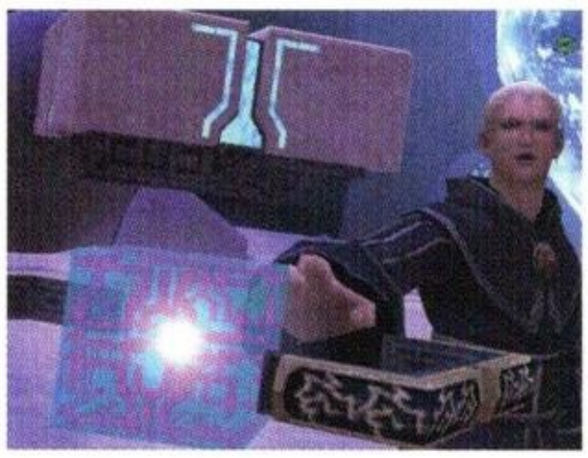
As mentioned above, the legendary door to paradise is portrayed as something forbidden, and both the Tavnazia sect of the Altana faith and the San d'Oria State Church have interpreted the legend of the door as a warning against human arrogance. However, the San d'Orian Church gradually began to seek the Gates of Paradise, and under the previous pope, its doctrine shifted. They began to advocate opening the door through faith and reaching paradise.

← In Tavnazia, there remains a "Painting of the Dragon" depicting the opening of the gate to paradise and the figure of Bahamut, the gatekeeper.

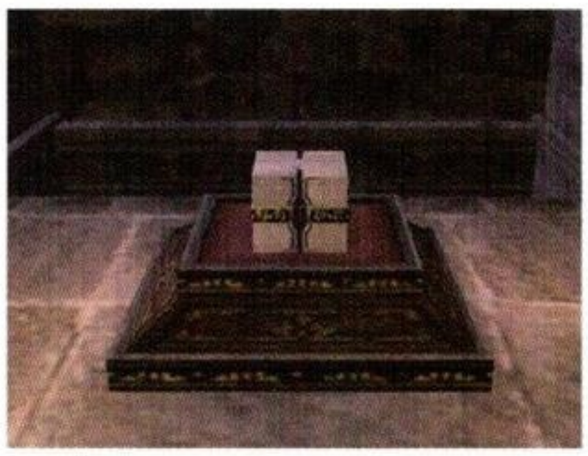
Dawn's Eye

Related content: Promathia 5-1 "The Unceasing Clang of Swords" (→P.162), etc.

A tool created by the ancient Zilart civilization to counter The Emptiness. It is box-shaped and possesses the power to crystallize "The Emptiness" into Magicite through the radiance that emanates from within. Though it was thought to have been lost with the collapse of the Zilart civilization, a relic left as a sacred artifact in Tavnazia was discovered. In Tavnazia, this tool was once used as a symbol of a seminary student's baptism.



← Having acquired the Dawn's Eye, Nag'molada turns "The Emptiness" into stone in an attempt to contain Selh'teus.



→ Prishe was also baptized with this box in the past, but an accident occurred at that time, resulting in the loss of many clergy members.

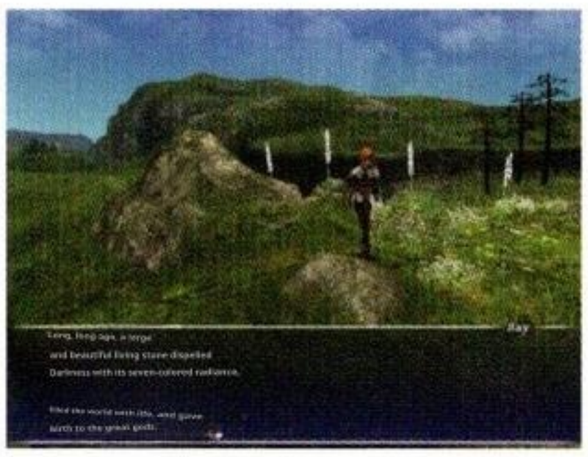
Memoro de la Stono

Related ■ Promathia 2-4 "Song Eternal" (→P.157), etc.

A song passed down in Tavnazia Cathedral as the "Song of God." It is said to be a song that embodies the memory of Vana'diel herself, and it is also thought to be a song sung by both humans and gods. As shown below, it consists of five hymns in total, but only the first hymn remains in Tavnazia. It is said that when all the hymns are sung, God will descend into the present world.

◆ Structure of "Memoro de la Stono"

Hymn Title	Content
First Hymn "Nocturne of the Gods"	After an era of happiness that began with the creation of the world, the gods fall asleep (→P.142)
Second Hymn "A Distant Promise"	A great calamity awakens, and an era of darkness begins (→P.142)
Third Hymn "Memoro de la Stono"	As despair from calamity envelops the world, the awakening of a star of hope is foreshadowed.
Fourth Hymn "Dawn of the Dark Clouds" –	The Star of Hope and the song bring people together, creating bonds.
Fifth Canticle: "The Hour of Prayer"	(It is said to sing of the legend's end, but the details remain unknown)



← Ulmia, who was part of the choir at Tavnazia Cathedral, loved to sing the first hymn of "Memoro de la Stono," which she had learned from Mildrion.

Storyline: Chains of Promathia

A story about Prishe, a girl from Tavnazia, the mysterious boy Selh'teus, and the "Emptiness." Before long, it begins to unravel the truth about the creation of Vana'diel.

Chapter 1: The Ancient Flame That Beckons

- Promathia 1-1 "Baptism of Life" P. 155
- Promathia 1-2 "Beneath the Tower" P. 156
- Promathia 1-3 Mother Stone P. 156

The Resurgent Dragon King

The story depicts the beginning of unusual events through the resurrection of Bahamut and the encounter between the mysterious boy and the Adventurer. The story also reveals the existence of Mothercrystal and the actions of a mysterious boy who threatens it with "The Emptiness." Nag'molada also appears as the one who pursues the boy.

Chapter 2: The Forgotten Isle of the Saints

- Promathia 2-1 "A Call to the West" P. 156
- Promathia 2-2 "The Forgotten City" P. 156
- Promathia 2-3 A Faith Divided P. 156
- Promathia 2-4 "A Song that Echoes Forever" P. 157
- Promathia 2-5 "The Cry of a Vow" P. 157

"Encounter with the "Abominable Child"

Just as it becomes clear that there are survivors in the ruined Tavnazia, Prishe, the girl at the heart of the story, makes her appearance.

An ancient pact

From Bahamut's words and actions upon arriving in Tavnazia, it was revealed that Nag'molada was a member of the ancient Kuluu people, and that the Kuluu and the Terrestrial Avatars had a cooperative relationship. The contract Bahamut made with an unknown party, which later becomes a point of contention, and the existence of the divine Song "Memoro de la Stono" are also revealed, but no further details are known at this point.

Chapter 3: A Dream That Vanishes

- Promathia 3-1 "Guidance from the Dragon King" P.157
- Promathia 3-2 "The City Without a Lord" P.157
- Promathia 3-3 "Two Paths" P.158

※ The following are in no particular order

- Promathia 3-3A "Azure River" P. 158
- Promathia 3-3A-1 "Flowing Change" P.158
- Promathia 3-3A-2 "Descendant of the Reika Family" P. 158
- Promathia 3-3A-3 "A man named Louverance" P.158
- Promathia 3-3B "A Bride's Memory" P. 158
- Promathia 3-3B-1 My distant homeland P.158
- Promathia 3-3B-2 A long-awaited reunion" P.158
- Promathia 3-3B-3 "Okasiki: Departure" P. 158
- Promathia 3-4 "Trembling" P.159
- Promathia 3-5 "In the Name of God" P. 159

In pursuit of the Keeper of the Apocalypse

Jeunoan high official Esha'ntarl and Eastern samurai Tenzen appear, discussing the threat of the Darkness and the emergence of the Keeper of the Apocalypse. Then, recognizing that the Keeper of the Apocalypse is the mysterious boy, the Adventurer decides to follow in the footsteps of a northern expedition from about 30 years prior to gather clues to track him down.

The Cardinal's Shadow

While investigating Francmage, a member of the San d'Orian expedition, it is revealed that Cardinal Mildrion of Tavnazia Cathedral, who provided Prishe with various clues, is still alive.

Diabolos' invitation

It was revealed that over 30 years ago, an expedition was tracking down the source of a Magicite known as the "Tavnazia Magicite." Afterward, Adventurers who visit Pso'Xja, where a mysterious boy was seen, are guided by the Terrestrial Avatar Diabolos to inquire about the contract with Bahamut.

NEXT PAGE

Chapter 4: The Cradle of the Lost Child

- From Promathia 4-1: P.160
- Promathia 4-2 "Fierce Beings" P.160
- Promathia 4-3 "The Meaning of Worship" P.161
- Promathia 4-4 "Despite facing criticism" P.161

The Pact of Ruin

It is revealed that Bahamut made a pact with someone to destroy all humanity when the "Keeper of the Apocalypse" is born. The story then revolves around how to break this pact. At the same time, the story also covers the conflict between the ancients and the Terrestrial Avatars that led to the pact, as well as the abominable god Promathia, who awakened during that conflict.

Chapter 5: Treading the Path Home

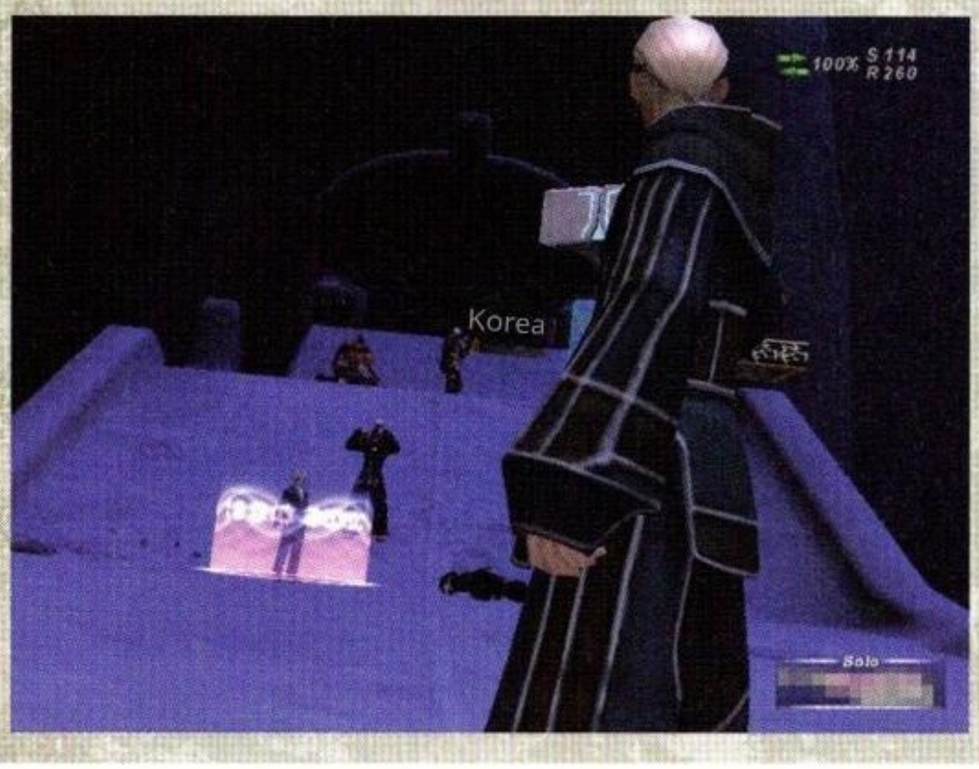
- Promathia 5-1 "With the clatter of armor never ceasing" P.162
- Promathia 5-2 "I wish, oh Darkness" P.162
- Promathia 5-3 "Three Paths" P.163

※ The following are in no particular order

- Promathia 5-3A "Your sins are" P.163
- Promathia 5-3A-1 "Legends of the South" P.163
- Promathia 5-3A-2 "Two Renegades" P.164
- Promathia 5-3A-3 "Why did that child..." P.164
- Promathia 5-3A-4 "A Long Farewell" P.164
- Promathia 5-3B "In Search of Paradise" P.164
- Promathia 5-3B-1 "Spiral" P.164
- Promathia 5-3B-2 "With a brand mark" P.165
- Promathia 5-3B-3 "Admirer" P.165
- Promathia 5-3B-4 "What the Compass Points To" P.166
- Promathia 5-3C "The Gathering Messengers" P.166
- Promathia 5-3C-1 "Knots" P.166
- Promathia 5-3C-2 "Headwind" P.167
- Promathia 5-3C-3 "Welcome Fire" P.167

The Ancient Boy

Nag'molada, who had captured the mysterious boy Selh'teus, revealed the boy's true identity with her words. Furthermore, upon reuniting with Diabolos, he reveals that Al'Taieu, the capital of Zilart that perished 10,000 years ago, still exists, and he shares the method to break Bahamut's contract.



"Abominable Child" = "Keeper of the Apocalypse"?

With the help of Terrestrial Avatars like Carbuncle and Fenrir, Tenzen and the Adventurer uncover not only information suggesting that Prishe might be the Keeper of the Apocalypse, but also the true nature of Esha'ntarl. Meanwhile, Prishe herself reveals that the "Tavnazia Magicite" is Magicite created from her.

Chapter 6: Echoing Through Time

- Promathia 6-1 "For whom do we sing?" P.168
- Promathia 6-2 "Where I pass by" P.168
- Promathia 6-3 "All the answers you desire" P.169
- Promathia 6-4 "Fear me." P.169

The Whereabouts of the Contract

Esha'ntarl and Prishe attempt to break the contract, but their efforts fail. In response, Bahamut declares that another "Keeper of the Apocalypse" resides in Al'Taieu. He also hints at the Adventurer's deep connection to Selh'teus.

NEXT PAGE

Chapter 7: Before the Shimmering Stone

Promathia 7-1 "Chains and Bonds" P. 170
Promathia 7-2 "Flame in the Darkness" P.170
Promathia 7-3 "Never in the corner of the eye" P.171
Promathia 7-4 "Before the breakup" P.171
Promathia 7-5 What is Bushido? P.171

Selh'teus's objective

Upon learning that defeating the Keeper of the Apocalypse would lead to the contract's annulment, Prishe and the others head for Al'Taieu. Then, it is revealed that Selh'teus was using Adventurers to break the contract, and the Adventurer's role comes into sharp focus.

Chapter 8: Blood from the Abyss

Promathia 8-1 "The Ancient Garden" P.172
Promathia 8-2 Chosen Death P.172
Promathia 8-3 "The Angels' Resistance" P.173
Promathia 8-4 "Dawn" P.173

The Battle with the God

As the identity of the other "Keeper of the Apocalypse" is revealed, its seal is broken, and Promathia is resurrected. After a battle between the resurrected male god and the Adventurers, Bahamut's contract is broken, and the story comes to a temporary conclusion.

Final Chapter

※ The following are in no particular order

Promathia END-1 "Farewell" P.174
Promathia END-2 "The Origin of Ultimate Magic" P.174
Promathia END-3 "In Search of an Eternal Name" P.174
Promathia END-4 "The Name of Megus Endures Forever" P.174
Promathia END-5 "Miohyo" P. 174
Promathia END-6 "When the Spell is Broken" P.175

The Return of the Dragon King

Bahamut, who should have left after the contract was broken, returns to Tavnazia once again. This reveals that the threat posed by the Keeper of the Apocalypse still lingers.

Final Chapter Quest

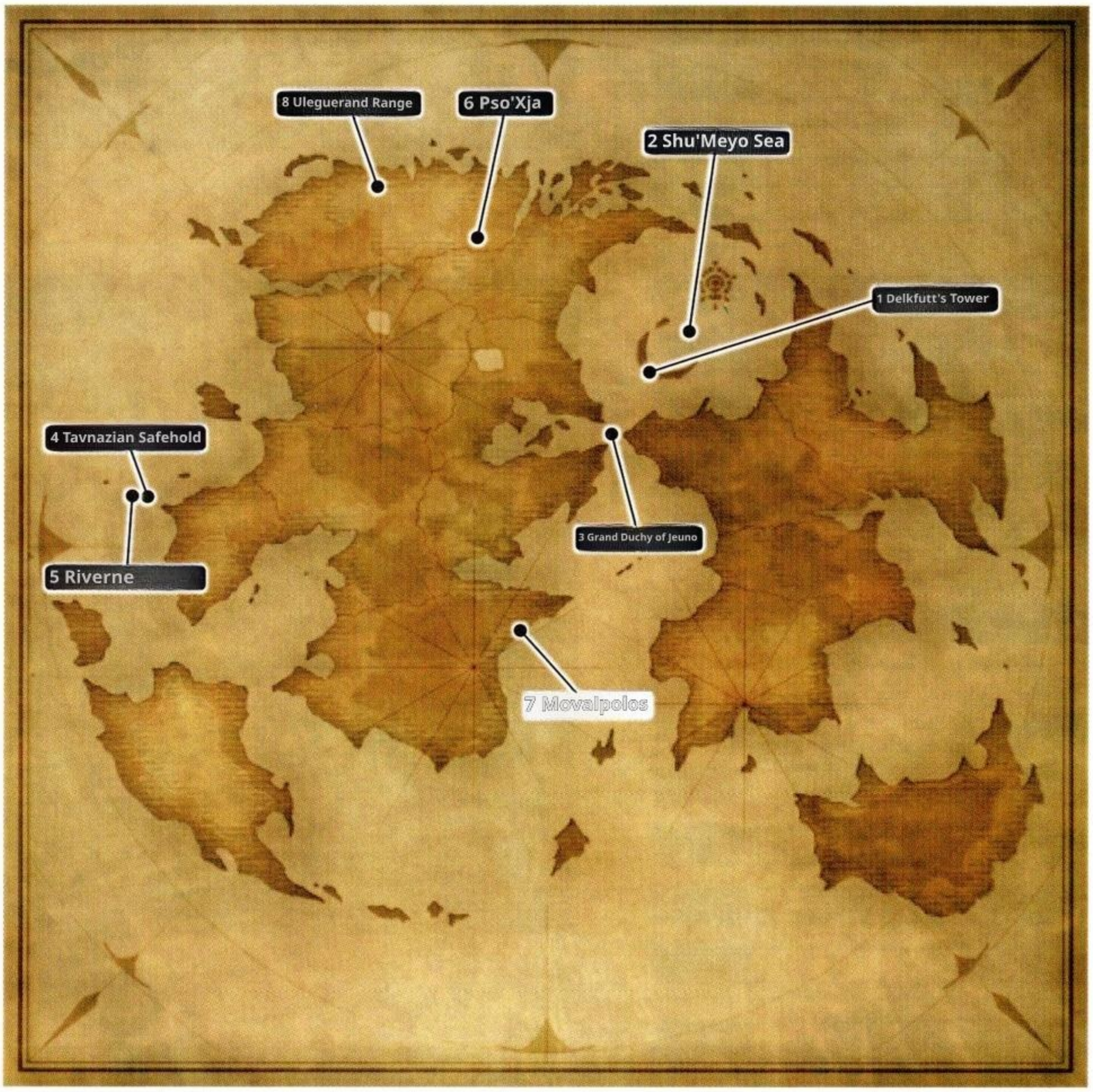
Windurst Q84 "With the Dream Demon whose smile is twisted" P. 175
Jeuno Q74 "Bearing the Sun's Ring" P.176
Jeuno Q75 "Shadow of the Dead" P.176
Jeuno Q76 "What do you think about while you're in the world?" P.177
Promathia END-7 "The end of all things is not sealed" P.177

At the End of All Things

With the help of Prishe, Aldo, and others, Esha'ntarl senses the presence of the Keeper of the Apocalypse, who is about to be reborn. With the help of Adventurers, he attempts to defeat it.

The story's setting

Chains of Promathia



1 Delkfutt's Tower

Related: Promathia 1-1, Promathia 5-3B-3

The ancient tower on Qufim Island, where the mysterious boy Selh'teus appeared. It is also where the story of the "Chains of Promathia" begins. In the underground levels, there are facilities that gather and manage the power of the Mothercrystal, which lies dormant deep beneath the earth in various locations.

2 Shu'Meyo Sea

Related■ Promathia 1-1 Promathia 7-5

The inland sea that lies to the north of the Grand Duchy of Jeuno, where the dragon king Bahamut appeared. It is an extremely cold sea, wedged between the Quon Continent and the Mindartia Continent, and it has a unique ecosystem. It is also said to be the sea where the divine capital of the ancient Zilart civilization, Al'Taieu, sank.

3 Grand Duchy of Jeuno

Related: Promathia 1-1, Promathia 3-2, and others

The leading nation of the Altana Union. It operates the secret research organization, the Armathrwn Society, which investigates Mothercrystal and The Emptiness. Esha'ntarl and Nag'molada, who play key roles in the story, are high-ranking officials of this country.

4 Tavnazian Safehold

Related: Promathia 2-2, Promathia 4-1, etc.

An underground facility where the people of Tavnazia, led by Mildrion, took refuge during the Crystal War. Even today, it serves as a community where they live. Adventurers who are swept into the "Void" and transported to Tavnazia meet Prishe here.

5 Riverne

Related: Bromathia 2-5, Promathia 4-2, and others

A cape near the Tavnazian Safehold. Immediately after Bahamut's arrival, a phenomenon of floating rocks occurred, creating a unique landscape. Beyond the floating rock formations lies Monarch Linn, where Bahamut rests his wings. Members of his kin, the True Dragons, have also been spotted there.

6 Pso'Xja

Related: Promathia 3-5, Promathia 5-1, and others

A group of ruins scattered across the Beaucedine Glacier. It consists of scattered towers and vast underground ruins. Currently, it is under the control of Tenshodo, but due to the presence of violent monsters, many areas remain unexplored. Recently, Adventurers have also been granted permission to enter.

7 Movalpolos

Related: Bromathia 5-3A-3, Promathia 6-3, and others

An underground city inhabited by the Beastmen Moblin. The city itself moves by digging through the earth, and it's not uncommon for it to unearth ancient artifacts. The Moblin discovered an underground path leading to the divine city of Al'Taieu, as well as a statue of Promathia.

8 Ulegueraud Range

Related: Bromasia 5-3C-3

A mountainous region in the northernmost part of the Quon Continent. It is shrouded in ice and snow year-round, with a series of jagged, steep, rocky mountains. Bearclaw Pinnacle, the highest peak with five summits, holds a frozen spring beneath its surface. There, Prishe sets out to retrieve her Magicite.

9 Al'Taieu

Related ■ Promathia 8-1 and more

The divine capital, the heart of the ancient Zilart civilization. It is said that the city sank into the Shu'Meyo Sea due to the failed project of The Gates of the Gods 10,000 years ago. However, in reality, it successfully transitioned, albeit imperfectly, to the legendary Paradise.

FINAL FANTASY XI ONLINE Final Fantasy XI

The Curse of Romasia

Chains of Promathia

Story Playback:

Chains of Promathia

The Armathrwn Society's experiment at Delkfutt's Tower ended in failure due to a sudden accident, leaving behind only a mysterious boy who had lost consciousness. At the same time, Bahamut awakens in the Shu'Meyo Sea to the north. Bahamut's roar, calling the True Dragons to a holy war, echoed loudly, heralding the start of an anomaly that would lead the world and humanity to ruin.

Pick up! The Mysterious Boy and Nag'molada

Nag'molada, who has come to collect the mysterious boy to investigate the cause of the experimental accident at Delkfutt's Tower, seems to recognize the boy's face. In fact, he and the boy share a very deep connection, but Nag'molada has forgotten that. The boy's true identity and his connection to Nag'molada are revealed in Promathia 5-1, "The Unceasing Clatter of Swords" (→p. 162).

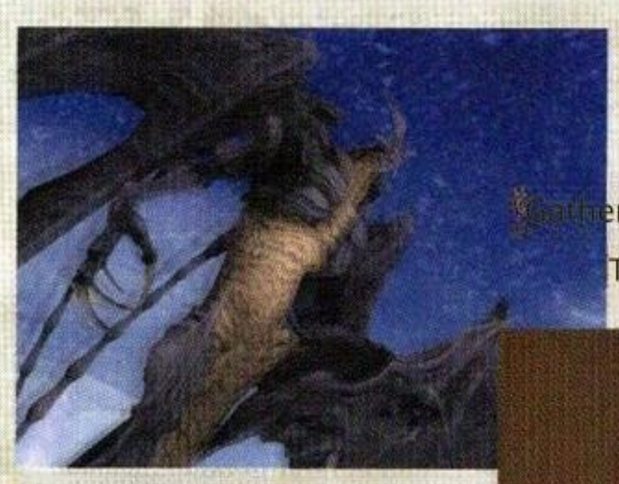
↑ Nag'molada seemed to sense something when she saw the boy using his mysterious powers, but...?

Promathia 1-1 "Baptism of Life"

Related: Promathia 5-3B-3 "Devotee" (→P.165)

The Beginning of the End

An experimental accident occurred at Delkfutt's Tower at the same time Bahamut appeared. Wolfgang, the commander of the Jeunoan Imperial Guard, took the mysterious boy, the sole survivor, into his care and brought him to Monbreaux Hospital. Monbreaux was watching over the unconscious boy, but Jeunoan high official Nag'molada demanded that the boy be handed over. As the argument continued, the boy suddenly woke up, handed a mysterious amulet to an Adventurer present at the clinic, and vanished into thin air.



← Bahamut, rising from the sea with a pillar of light, announces to the True Dragons that the time for battle has come.

Gather before me!
To shed the blood of the gods!"

→ The boy, who should have been critically ill and on strict bed rest, calmly stands up and hands the Amulet to the Adventurer.

← Nag'molada tries to forcibly apprehend the mysterious boy, but ends up letting him escape.

Key Item: Mysterious Amulet

An Amulet given by a mysterious boy. Holding it gives you a strange feeling.

Prishe, who appears later, also possesses the same Amulet, and these Amulets play a crucial role in the story. Also, when the boy hands it over, the Adventurer sees a mysterious world filled with radiance, but...?

Pick up! Fragmented Memories

In the heart of each of the "rocks"—Hora, Dem, and Mea—the Adventurer encounters a mysterious boy. Each time Mothercrystal is enveloped in the Darkness, the Adventurer witnesses a strange scene that seems to be someone's memory. There, characters like Yvnoil (→P.130) and Eald'narche (→P.128) appear, leaving behind enigmatic words. From then on, the Adventurer encounters such scenes at various times, but the identity of the memories and the reason for their appearance remain a mystery until the story's conclusion.

Pick up! The Box in the Cathedral

To gain the trust of the residents, Nag'molada agreed to slay the Minotaur that dwells beneath the Cathedral. However, he leaves the matter of the monster to the Adventurer and disappears elsewhere. In truth, his real purpose in taking on the monster was to enter the Cathedral and confirm the existence of the "Baptismal Casket." It later emerges that this box is a weapon created by the Zilart to counter the "Void."

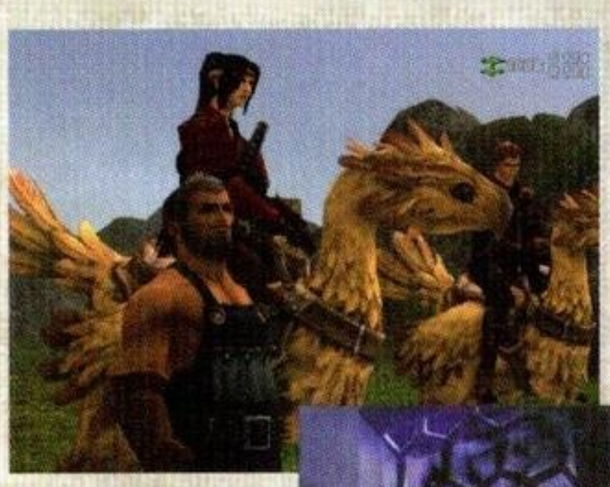
↑ Upon discovering the Baptismal Casket, Nag'molada mutters that it will be his trump card.

Promathia 1-2 "Beneath the Tower"
Promathia 1-3 "The Mother Stone"

Related: **Zilart M13** "The Gates of the Gods: Tu'Lia" (→P.138)

Crystal falling into Darkness

Upon hearing of anomalies at various "rocks," Adventurers head to the locations, only to find themselves lost in the hollow world of Promyvion at each "rock." After overcoming a space shrouded in Darkness, the Adventurer reached Mothercrystal. There, the Crystal's guardian Nag'molada and a mysterious boy appeared before them. A boy who controls "The Emptiness" and plunges the Crystal into darkness. The "Void" that envelops the Crystals in the three "Rocks" eventually consumes the Adventurer and Nag'molada...



← Not only Nag'molada, but also Cid and the others from the Beastwood arrive to investigate the anomalies at the "rocks".

→ The Mothercrystal, said to be the origin of life. However, even that is enveloped by the "Void."

"The Crystal...!?"

Promathia 2-1 "A Call to the West"
Promathia 2-2 "The Forgotten City"
Promathia 2-3 "A Faith Divided"

Related: **Promathia 5-1** "Endless Clatter of Swords" (→P.162)

Survival in Tavnazia

The Adventurer and Nag'molada, swept into the "Void," awoke in an unfamiliar land. Then, while chasing the Chebki siblings who had stolen the Amulet while the Adventurer was unconscious, they arrive at a small village. There, in the underground shelters, lived the survivors of the fallen Marquisate of Tavnazia. Indeed, the Adventurers had been hurled all the way to the Tavnazian Archipelago, situated at the western edge of the Quon Continent.

The Adventurer, who decided to stay in the village, accepted Nag'molada's suggestion to gain the trust of the villagers and defeated the Minotaur, a monster that was terrorizing the village. Upon returning to the underground shelter after the battle, they meet Prishe, a young girl who leads the village's vigilante group.

[Justinias of the vigilante group introduces the adventurers to the spirited girl Prishe.

Key Item: Holla's Radiance

A glow that, before you know it, resides within your heart, instilling you with courage.

You can obtain it when the Mothercrystal on the rock of Hora is dropped into the "Void." Adventurers will obtain the radiance corresponding to each of the "rocks": Holla's Radiance brings a spirit of "courage," Dem's Radiance a spirit of "justice," and Mea's Radiance a spirit of "trust."

Conversation: The "Boss" of the underground shelter

Prishe: Alright, everyone, listen up! Monsters are swarming around Cape Reveine! If you value your life, stay away from Cape Revene. It's full of ferocious Monsters.
Ondulix: What did you say? What on earth is going on at Cape Riveine?
Palerbrio: That strange cloud from earlier also drifted toward Cape Livene.
Prishe: Yeah, I only caught a glimpse, but it looked like a huge dragon flew by.

Pick up! The Legacy of Tavnazia Cathedral

According to Nag'molada, the Song that Ulmia sang was "Memoro de la Stono," a song about Vana'diel's own memories, passed down since ancient times. Along with this Song, the heritage of Tavnazia Cathedral includes numerous items related to the ancient Zilart civilization, such as the baptismal font featured in the previous Promathia 2-3, "Divided Faith." Most of these items were collected by the former Tavnazia cardinal Mildrion, suggesting that the cardinal was interested in the Zilart civilization.

Pick up! The Guardian of the Crystal

As described in "Rise of the Zilart" (→P.126), Jeuno is a nation ruled by the ancient Zilart people, who have been reborn in the modern era. Therefore, they have secretly managed and protected Mothercrystal, which bestows its blessings upon Zilart. Here, Esha'ntarl meets with Tenzen, but she doesn't reveal her origins and instead states that "Jeuno is the one who carries on the will of Zilart."

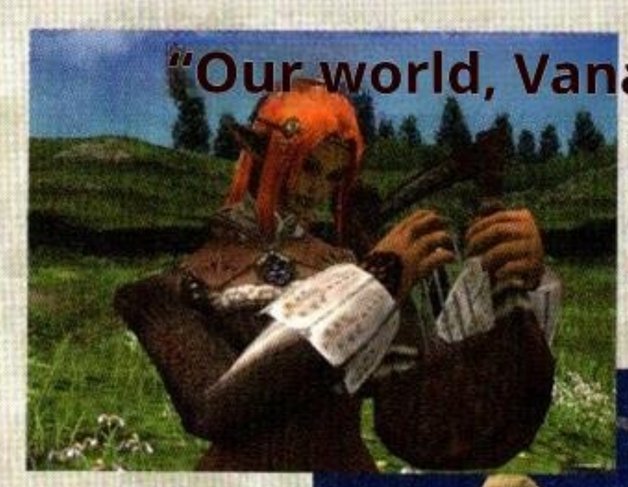
↑ Jeuno has kept the existence of the Crystal strictly confidential, even from the three allied nations.

Promathia 2-4 "A Song That Echoes Eternally"
Promathia 2-5 "The Cry of a Vow"

Related: Promathia 5-3C-1 "Knot" (→P.166)

The Dragon King, Crew, and Zilart

After returning the Amulet to the Adventurer, Prishe, accompanied by her close friend Ulmia and the Adventurer, heads to Cape Revene to check on the Dragon King Bahamut, who has appeared there. There, they saw Nag'molada talking to Bahamut in a friendly manner. As he, a member of the ancient Kuluu people, reminisced with Bahamut about their old friendship, Bahamut brought up a contract he had made with someone. At that moment, a combat airship suddenly appeared and attacked Bahamut. Bahamut swiftly escapes using teleportation magic, and the Adventurers are caught up in the process.



← Ulmia sings a song passed down in Tavnazia. After this, the Adventurer and she head for Cape Riveine.

→ Bahamut converses with Nag'molada, discussing the contract and the Keeper of the Apocalypse.

Promathia 3-1: "The Dragon King's Guidance"
Promathia 3-2 "City Without a Lord"

Related: Common to the Three Kingdoms M4 "Steal the Magicite" (→P.124)

Patriots of the East

Prishe, who awoke near Bastok, and the Adventurer. After Cid tells her that the combat ship that attacked Bahamut was Jeunoan, Prishe immediately heads to Jeuno. The Adventurer followed her to Jeuno's Tenshodo, but there, pursuers from the Grand Duke's Imperial Guard showed up. The Adventurer was wanted as an accomplice to the boy who had threatened the Crystal.

The Adventurer, having appeared at the Grand Ducal Palace, is brought before Tenzen, a samurai from the East who had come to investigate the Emptiness, and Esha'ntarl, a high-ranking Jeunoan official. Esha'ntarl speculates that the boy is the Keeper of the Apocalypse who controls the Void. The Adventurer is instructed to "capture the boy and clear the suspicion yourself," and to follow in the footsteps of the members of the northern expedition from over 30 years ago.

← Esha'ntarl explains to Tenzen the stance of Juno and the importance of Mothercrystal.

Conversation between Bahamut and Crew

Bahamut: But if the people of Crew are still alive, does that mean the story of our pact is still being passed down?
Nag'molada: The pact?
Bahamut: That's right. Evil intent opened the abyss of nightmares, and finally, the day arrived when the Keeper of the Apocalypse fell. And the Darkness it brings will lead people and the world to their end.
Nag'molada: Darkness... Is that "The Emptiness"...? Bahamut: Yes, I believe that was the name given by Ibnoil, the priestess of the Morning Star. That priestess uncovered the Darkness within people and the Darkness within the gods.

Conversation: Proof of Innocence

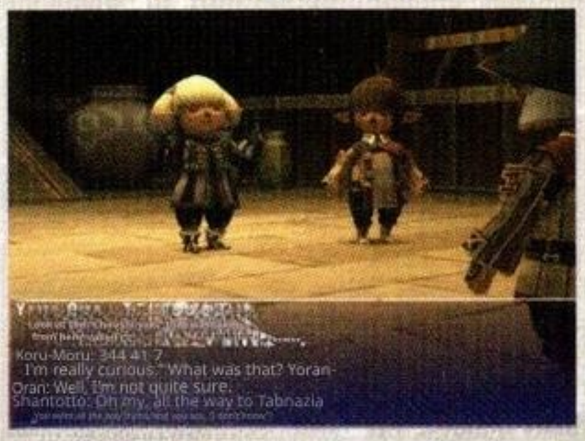
Esha'ntarl: I shall grant you an opportunity. This is your chance to clear the suspicions, protect your homeland, and become a standard-bearer in the honorable Holy War. Adventurer, go to the fourth Crystal. The boy will likely appear there next. Capture him there and bring him back here. Unlike the other three, the fourth ruin is no longer on the surface. All we know is that it lies further north, beyond the Ranguemont Pass, in a region where the snow never stops. You might learn something by visiting the research team that was dispatched to that region 30 years ago.

Pick up! The former pope's transformation

Ulmia, who has visited San d'Oria, questions the conflict between the San d'Orian Church's teaching that views the Gate to Paradise as salvation and the Tavnazia Cathedral's teaching that forbids the Gate. She shares her thoughts with Hinari. Then Hinari reveals that, on his deathbed, the former Pope Muschavat whispered, "I had no choice but to let go of the truth." And it suggests that this "truth" is somehow connected to Cardinal Mildrion, and that the cardinal survived the Great War.

Pick up! A setup hidden amidst the commotion

Here, it's easy to get distracted by the commotion the Chebuki siblings create, but even amid the noise, you can pick up a lot of important information that will shape the story going forward. Key points include the treasures collected by the Tavnazia Cathedral, the eerie statue said to have been found there, the "Mirror of Rebirth" that peers into people's memories, and the Atalforne band of thieves linked to Tavnazia.



↑ Yoran-Oran says he was asked by Tavnazia Cathedral to investigate where the statue was unearthed.

Promathia 3-3A "Azure River"

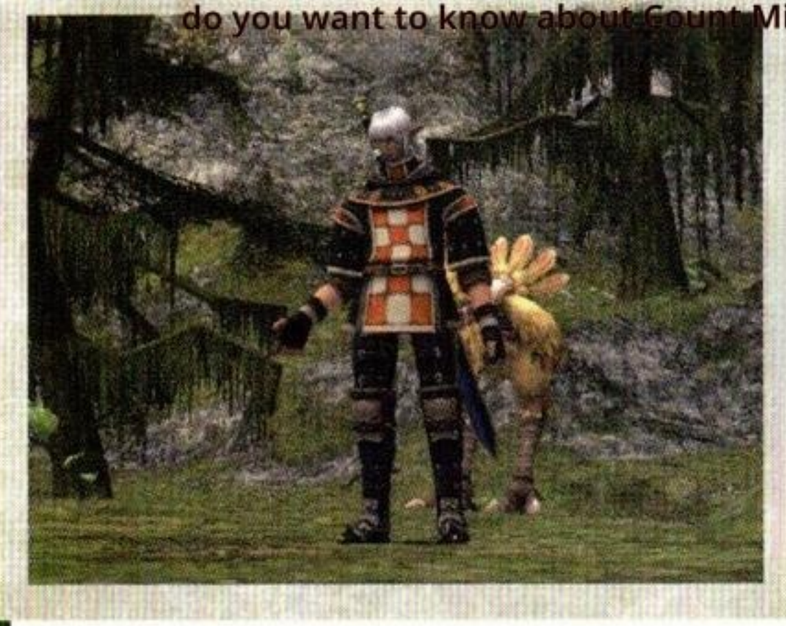
- Promathia 3-3A-1 "Transmigration"
- Promathia 3-3A-2 "Descendant of the Ruijya family"
- Promathia 3-3A-3 "A man named Louverance"

Related: Promathia 5-3C-1 "Knot" (→P.166)

In Search of the Gates of Paradise

In the royal capital, where the Adventurer has gone to follow in the footsteps of Francmage, a member of the northern expedition from San d'Oria, he is reunited with Ulmia. She was visiting the Cathedral because she had doubts about the San d'Orian Church's teachings regarding the Gates of Paradise. Based on the information obtained at the church, the Adventurer heads to Carpenters' Landing and encounters Louverance, the grandson of Francmage. Through his introduction, the adventurer meets Countess Hinari of Caffal, who is well-versed in the events that unfolded over thirty years ago. Hinari told the Adventurer that the expedition team was formed at the initiative of Bastokan.

"What did you come to ask? What do you want to know about Count Mistral?"



↓ Currently, the House of Mistral, which descends from the Francmage lineage, has fallen into ruin, and Louverance has vowed to restore it.

Promathia 3-3B: The Memory of the Goddess

- Promathia 3-3B-1 "My beloved homeland"
- Promathia 3-3B-2 "A glorious reunion"
- Promathia 3-3B-3 "Departure to the Beautiful Land"

Related: Promathia 5-3A "Thy Sin" (→p. 163)

The Chebki Siblings' Search for Their Father

The Adventurer, who had come to investigate Iru-Kuiri, a member of the Windurstian Northern Expedition, found the Chebuki siblings as boisterous as ever. They create a commotion while searching for their father, whom they were separated from during the Crystal War, but in the end, they don't find anyone who looks like him. Amidst the commotion, the Adventurer learns from individuals—Yoran-Oran, Honoi-Gomoi, and Tosuka-Porika—whom they mistakenly take to be the father, about the activities of the Tavnazia Cathedral, the circumstances surrounding the Northern Expedition about 30 years prior, and the notorious bandit Atalforne who once made a name for himself.

● The Chebuki siblings, without hesitation, approach a man they perceive as important and call out, "Daddy!"

"I missed you so much!"–

"They're such cute kids!"

Conversation: The Living Saint

Hinari: I don't know if the "truth" that Pope Muschavat spoke of at that time was related to the Gates of Paradise. However, considering that Cardinal Mildrion relinquished his title and left San d'Oria after that, there may be a deeper connection.
Ulmia: Cardinal Mildredion relinquished his title? When did that happen?
Hinari: Of course, that was 20 years ago. I recall it was a few days after Tavnazia was suddenly attacked by the Beastmen army.

Conversation: Is Dr. Yoran-Oran being wrongly accused?

Koru-Moru: (upon hearing about the commotion caused by the Chebki siblings) Oh, I see. I didn't know Professor Yoran-Oran had so many cute children. Shantotto: Oh my, what a touching reunion this is. We need to get the Magic Newspaper to write an article about it right away. Yoran-Oran: I don't know. I don't know anything about it! There must be some kind of mistake! Shantotto: Oh, ho ho. That's what all men say. Yoran-Oran: I get the picture, loud and clear. It's true that I did go to Tavnazia a long time ago. But I only went there to appraise a strange find.

Pick up! Nag'molada's actions

Around the time the Adventurer visits Lower Jeuno to speak with Prishe, Nag'molada begins to take action on his own. He mobilizes an Airship and takes the Chebki siblings with him, heading somewhere. As later revealed in Promathia 4-1 "Whiter" (→ P. 160), their destination is Tavnazia. Nag'molada is supporting the underground shelter and also trying to retrieve the Box of Baptism.

Pick up! Prishe's Amulet

Upon learning that Prishe's Amulet had been taken, Ulmia asks the Adventurer to lend her his Amulet. Prishe's Amulet was given to her by Cardinal Mildrion of Tavnazia after she was injured in an accident, as a protective talisman to be worn at all times. Because she had lost it, Prishe wouldn't wake up... That's what Ulmia thought.

Pick up! In the Dream Cage

Prishe, who was taken to the Monbreaux Infirmary, remains unconscious because she is trapped in a dream world created by Diabolos, one of the Five Terrestrial Avatars who protect Vana'diel. Diabolos, also known as the "Dream Messenger," is tasked with safeguarding the minds of humans who have touched "The Emptiness" within the dream realm of "Dynamis." The fact that Diabolos has set his sights on Prishe suggests that she has previously come into contact with the "Void."

Promathia 3-4: Horror

Related ■ Promathia 6-1 "For Whom the Song" (→P.168)

"Tavnazia's Magic Stone"

In San d'Oria and Windurst, the Adventurer learned that Bastok had proposed the northern expedition over 30 years ago. When the adventurer visits Cid, who was involved at the time, he learns that the expedition's goal was to find the source of the "Tavnazia magic stones." Seeking information about the magic stones from Prishe, who is from Tavnazia, the Adventurer returns to Tenshodo where she is staying. However, Prishe is not there; only Ulmia is present. Then, an urgent report arrives—Prishe has been attacked by an unknown assailant and has been taken to the Monbreaux Infirmary.

← Cid, who had seen Tavnazia's magic stones about 30 years earlier, proposed forming an expedition to study them.

→ Ulmia, who had followed Prishe to Tenshodo. However, ominous news arrives there.

"Looks like she was taken to the doctor!"

Promathia 3-5 "In the Name of God"

Related: Promathia 5-2 "O Darkness, I Pray" (→P.162)

An invitation from a dream

When they rushed to the infirmary with Ulmia, Tenzen, who had helped Prishe, was there. Having received information from Monbreaux that a mysterious boy had appeared at the northern ruins of Pso'Xja, the Adventurer entrusted the Amulet to Prishe and set off for the site with Tenzen.

Upon reaching the depths of Pso'Xja, the two find themselves in a dream realm they had unknowingly entered. There, they encounter Prishe, who should be asleep in Jeuno, the mysterious boy, and the Terrestrial Avatar Diabolos, who accuses the boy of being a traitor. The boy instructs Prishe to give the Amulet to the Adventurer, then disappears. The Adventurer repels the attacking Diabolos and returns to Jeuno. Then, Prishe awakens and shares with everyone what Diabolos said in the dream world. "Meet Bahamut as soon as possible," she said.

Mediah Boros says that "The Emptiness" lies deep within the human soul and will never disappear. But what does he say...?

Conversation The start of the investigation

Cid: Perhaps the time for condemnation is nearing. After all, it was I who initiated the formation of the investigation team, driven by the belief that a great power lies in the North. It was about 30 years ago. A man brought the stone found here in Metalworks. The stone was small, but it held such a strange, concentrated energy that you could sense its presence just by getting close to it. I was struck with awe upon discovering energy far more powerful than that of the Crystal used for Synthesis. It was brought from the North. Some great energy lies dormant in that land. That's what I was convinced of.

Conversation: "Keeper of the Apocalypse" and "Memoro de la Stono"

Prishe: By the way... when we climbed up to Cape Révène, Bahamut was talking about the Keeper of the Apocalypse.

Ulmia: Besides, Prishe, you were also muttering those words in your sleep. Just what is this "Keeper of the Apocalypse"?

Prish: ...Well, I don't know either. But before you guys arrived, Diabolos was talking about it. It seems to be connected to a Song called "Memoro de la Stono."

Pick up! Ulmia's memories

Ulmia recalls a time when, as a child, she failed the audition for the Tavnazia Choir. However, with Prishe's encouragement, she made a determined effort and ultimately succeeded in joining the choir. What I'd like to focus on in this flashback scene is, above all, Prishe's appearance. Even though Ulmia is still just a child, Prishe looks exactly the same height as she does now.

↑ Prishe in the flashback. Except for not wearing a hair ornament, she looks exactly like she does now.

Pick up! Who is Promathia?

Tenzen conveyed Phoenix's words, but he claims to know nothing about Promathia. Nag'molada, who had returned after retrieving the "Baptismal Box," answered Tenzen's question. He explains that Promathia, like the Goddess Altana, is a primordial god and a despicable being who cursed humanity with strife. He reveals that this Curse was so powerful that uttering Promathia's name became taboo, and as a result, the name of the god never reached the East.

Promathia 4-1 "Whisper"

Related: Promathia 4-3 "The Meaning of Worship" (see right page)

The shadow cast by the light

Upon returning to the Tavnazian Safehold, the atmosphere in the settlement had changed. With the arrival of the Jeuno Support Corps led by Nag'molada, the underground shelter had regained its vitality. On the other hand, there was also a growing trend to shun Prishe, calling her the "abominable child" as they had in the past. If Prishe is the Abominable Child, then should she not help her? Ulmia, troubled by this question, believes that the Terrestrial Avatar Bahamut, often called a living god, should be able to provide an answer to her doubts. She thus makes her way to Monarch Linn.

← Despachiaire, the elder of the underground shelter, places Prishe under house arrest, citing her disease as the reason.

→ Ulmia began sharing her memories with Prishe to the Adventurer who had come to visit her.

Conversation: Hope from the Forbidden Child

Ulmia: That wasn't the only time she helped me. We were left behind during that great war... Without her power, could we have survived in that town with nowhere to escape to? Her power was like a miracle to us. (Pausing, gazing out to sea) But you likely know this too. While we were on the mainland, it seems that, with the help of Ms. Nag'molada, Jeuno offered assistance. The eyes of the people of Tavnazia were shining brightly. ..... It was just like ..... back when Prishe was called the abominable child.

Promathia 4-2: Fierce Beings

Related: Promathia 5-3 "Three Paths" (→P.163)

The Pact of Ruin

The Adventurer and Ulmia visit Monarch Linn, accompanied by Tenzen, who offered to go with them. However, Bahamut paid no heed to human words and began to sing a song to the Phoenix dwelling in the Phoenix Orb. It is the third Song of the "Memoro de la Stono" .....

After praising Ulmia for correctly naming the Song, Bahamut reveals the details of the contract he made with a certain someone. When the "Keeper of the Apocalypse" is born, it will destroy all humanity. After Bahamut said that and flew away, Tenzen relayed the message he had heard from the Phoenix to everyone. Ten thousand years ago, the ancient people battled The Five Terrestrial Avatars, and in that conflict, they inadvertently awakened "The Emptiness"—that is, the will of Promathia.

↓ Rejecting Tenzen's offer of cooperation, Bahamut and the True Dragon clan begin to act to fulfill their contract.

Conversation: The True Dragon King's Roar

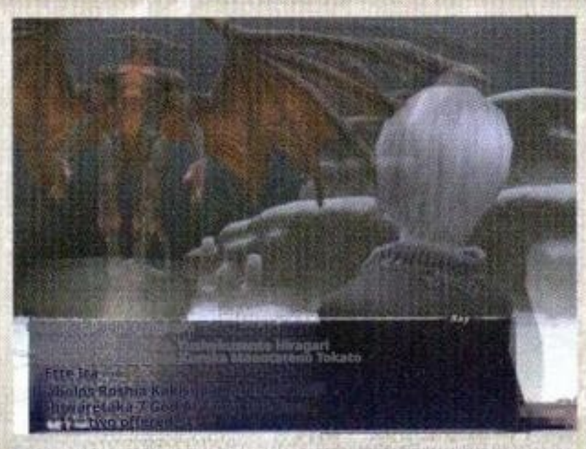
Bahamut: Long ago, when humans first sought to open the Gates of Paradise, there was a human child who knew the rest of this Song. His child sought my power and entered into a pact with me. A pact that would be fulfilled when the Keeper of the Apocalypse was born.

Ulmia: ...That's...!?

Bahamut: Now, my followers! Gather, my brethren! Now is the time to fulfill our contract! To protect our Vana'diel, to restore Mothercrystal to its original splendor... we shall destroy every single living human being!!!

Pick up! Two Resonances

The Adventurer, who falls as Prishe resonates, first sees a scene that appears to be Prishe's memory. In the ensuing flashbacks, they also witness a mysterious boy conversing with Diabolos and the presence of Ibnoil. Within those memories, it is hinted that the mysterious boy battled the "Keeper of the Apocalypse" 10,000 years ago, and that humans are somehow involved in the resurrection and death desired by the male god.



↑ A mysterious boy recounts that he was lost in an ancient battle, but what was meant to be saved was saved.

Pick up! Louverance with a different vibe

Here, Louverance, whom we met in Promathia 3-3A-2 "Heir of the Lineage," makes another appearance. However, compared to his previous image as a passionate man working to rebuild his family's fortunes, the Louverance who appears in Tavnazia exudes a somewhat cool demeanor, giving the impression of a completely different person. Furthermore, even when we visited San d'Orian Cathedral immediately afterward, Louverance was nowhere to be found, and the San d'Orian Airship Corporation claimed to know nothing about any airships from Tavnazia... (→P.162).

Promathia 4-3: The Meaning of Worship

Related: Promathia 5-3A-2 "Two Renounced" (→P.163)

The Abominable Child, the Abominable God

"Bring the Amulet and come to the Fourth Crystal," Nag'molada commanded. The Adventurer, seeking to have the Amulet returned, visits Prishe. She reveals that she gained an immortal body through her baptism and mentions a way to ascertain the will of Promathia. Prishe, having entered the Sacrarium alongside the Adventurer and Tenzen, resonated with the stone statue of Promathia kept in the treasure trove. She learned that Promathia's will was her own resurrection and death.

← Prishe holds up the Adventurer's Amulet and attempts to resonate with the statue of Promathia.

→ As soon as Prishe resonated with the statue, the Adventurer also lost consciousness and witnessed a mysterious sight.

"That child, the abominable one born in Tavnazia is [illegible]

Promathia 4-4 "Despite the reproach"

Related: San d'Oria Q19, "Noble Blood Flows" (→p. 236)

Suspicion of the Cardinal

Despasière, having brought Prishe back, sternly reprimanded her. In response to Despasière's claim that Prishe is the very child who communicates with the abominable god, Ulmia defends Prishe by citing Cardinal Mildrion's words. However, Despasière states that he can no longer trust the cardinal and introduces a knight to the group. That knight, Louverance, stated that he was investigating the cardinal's crimes on the secret orders of the Cathedral of San d'Oria, and proposed taking Prishe into custody to obtain testimony. Having agreed, Prishe boards the Airship alongside Ulmia and Tenzen.

← Louverance has arrived in Tavnazia. He claims to be acting on a secret order from the Cathedral, but?

→ Prish accepted Galouvrance's proposal to keep the peace in the underground shelters.

Conversation: The Faceless God

(Ibnoil facing someone in the Hall of the Gods)
Ibnoil: ...Yes, that's true... (Looking up at the statue of Promathia)
Why do you think Promathia has no face like that? ??? :
What?
Ibnoil: All who resonate with Goddess Altana behold Her face. ..... However, no one has ever seen Promathia's face ..... That's because Promathia died and vanished from Paradise. That's why we hope for his resurrection. Resurrection, and death...

Conversation: Tenzen defends Prishe

Tenzen: (speaking about Nag'molada's orders) Lord Nag'molada's mission is crucial to saving all of Vana'diel! Even if it's the will of the Cathedral of San d'Oria, we can't allow you to act on your own!
Despascier: Lord Nag'molada would do such a thing? That's also... quite disappointing...
Louverance: I see. Then, let's do this. Let's first briefly go over both that story and Cardinal Mildrion's account on board the ship. After that, if we determine that the other matter is more important, we will send Prishe north.

Pick up! Zilart and Kuluu

In this scene, Nag'molada explains the difference between the Zilart and the Kreew. Zilart could communicate through the "Words of the Heart," but some of them lost these Words due to "The Emptiness," becoming Kuluu. It is then revealed that the Amulet was a tool called the "Mark of Bond," which allowed Zilart to read the hearts of Kuluu.

Pick up! The Adventurer hears the "Words of the Heart"

When the fourth Crystal falls into the "Void," the Adventurer glimpses someone's memories just as before. This is thanks to the power of the Mark of Bond Amulet that Prishe had just returned. In this scene, we see how Selh'teus and Nag'molada became Kuluu, and what their roles were in the ancient battle.

Pick up! "The Emptiness" and Humans

The key points in Diabolos' tale are that humans are governed by Promathia's will—the Emptiness—and that, driven by this will, they instinctively seek the Gates of Paradise. That is the true nature of the Curse the male god placed on humanity, and it is also revealed that this Curse is essential to humankind. In other words, this scene illustrates the following structure: as long as humans are human, they must seek the Gates of Paradise, and Bahamut, the gatekeeper, must destroy them.

Promathia 5-1 "The Unceasing Sound of Steel"

Related: Promathia 8-2 "Chosen Death" (→P.172)

To the Fourth Mothercrystal

Before the Adventurer who had come to see Cid, Louverance appeared with Prishe and the others. Cid had discovered that Tavnazia's magic stone originated from the "Cradle of Baptism" and had tasked Louverance with investigating the box. Upon hearing this, the group sets off to the north, to Pso'Xja, in pursuit of Nag'molada, who had taken the box.

Before the Fourth Mothercrystal, the Adventurers reunite with Nag'molada and the mysterious boy. Nag'molada, using the Dawn's Eye—a weapon designed to counter the Box of Baptism, "Void"—keeps the boy in check. She reveals that the boy is the ancient traitor Selh'teus and questions him about what happened in the divine city of Al'Taieu 10,000 years ago. At that moment, Prishe, who had returned the Amulet to the Adventurer, harmonizes with Selh'teus, singing the fourth "Memoro de la Stono." In that moment, Selh'teus drops the Crystal into The Emptiness, and everyone is swept into it.

← Nag'molada raises the Dawn's Eye and demands an answer from Selh'teus, but receives none...

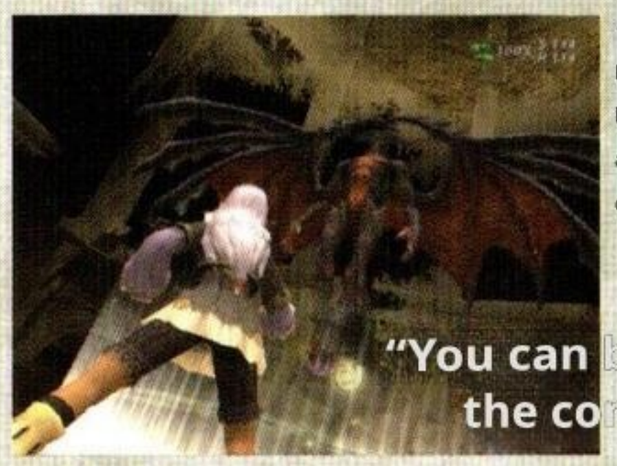
Promathia 5-2 "I wish, oh Darkness"

Related: Promathia 7-5 "What is Bushido?" (→P.171)

How to break the contract

The Adventurer, who had been dropped into Promyvion, joins forces with their companions and Nag'molada as they head toward the exit. There appeared Diabolos, who had captured Prishe in a dream. He revealed that Zilart's holy city, Al'Taieu, exists beyond the final Crystal and explained that Selh'teus's purpose is to protect Al'Taieu. He further states that "The Emptiness" is what makes people human, and that it will never disappear.

Humans have no choice but to fight Bahamut to survive as humans, and eventually, the world will be consumed by the "Void"... In response to Tenzen's sorrowful words, Diabolos replies that it cannot be helped. At that moment, Prishe, who had awakened, countered that Selh'teus had once saved both people and the world, even though he was wounded. Enraged by that, Diabolos yelled at Prishe, "Die so you can break the contract with Bahamut!"



← Despite his anger, Diabolos teaches Prishe how to save both people and the world, as Prishe claims he will.

■ Key Item: Vahzl's Radiance

A glow that quietly resides within your heart, bringing forth hope.

This is the radiance obtained when the fourth Mothercrystal is consumed by the Darkness, and it governs the heart of "Hope." Upon obtaining this, the Adventurer is imbued with the radiance of "courage," "justice," "trust," and "hope," which play a crucial role in the story.

■ Conversation: How to save both people and the world

Prishe: Diabolos, if you were human, you would understand! There's no way to live without hurting anyone or getting hurt! And, Diabolos, you're no longer human! That's why you don't understand! That you can't save anyone if you're afraid of getting hurt!

Diabolos: ... I see... Then, woman... You can get hurt once. You can bear the wounds of others once. Then die! That's the only way to break the contract between Bahamut and humans!

Pick up! The Painting of Al'Taieu

In search of clues about the divine city of Al'Taieu, Louverance first headed to Tavnazia, where a painting known as the "Painting of Al'Taieu" is kept. There, he learns that Al'Taieu's Painting was originally known as the "Painting of Chains" or the "Painting of the Dragon." It also turns out that Mildrion, upon seeing the ancient city depicted in the painting, pointed out that it was the divine city of Al'Taieu.

↑ Bahamut, bound by chains, and the painting of Al'Taieu depicting the divine city.

Pick up! Louverance and Bukkichevky

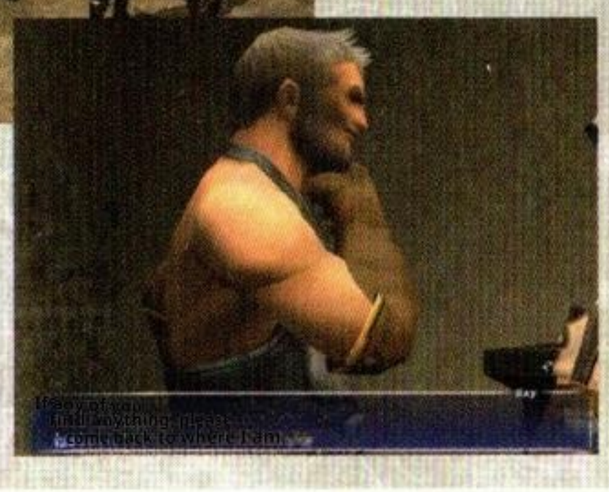
The exchange between Louverance and Bukkichevky on Purgonorgo Isle sounds peculiar. This is because Bukkichevky acts as if there is another "Louverance" apart from the man before him, and the Louverance in question speaks while implicitly acknowledging this. Their conversation hints that there are actually two people named "Louverance" in the story, and it also serves as a prelude to revealing the true identity of the Louverance present at that moment (→P.174).

Promathia 5-3: Three Paths

In search of their own answers

The Adventurer, expelled from Promyvion, returned to Cid. Ulmia, Tenzen, and Louverance also gather at Metalworks, but only Prishe is absent. To make matters worse, Jeuno had issued a warrant for Prishe's arrest for assisting Selh'teus. They all reviewed the current situation and speculated that if they could eliminate the Keeper of the Apocalypse, a condition for fulfilling Bahamut's contract, they might be able to break the agreement. Then, Tenzen, Ulmia, and Louverance each set off on their own journeys to confirm whether their speculation was correct.

← Ulmia and the others explain the current situation in Vana'diel to Cid.



→ After hearing the situation, Cid promised to assist the Adventurers by gathering information.

Conversation: The Three Set Out on Their Own Paths

Tenzen: If we could just get the help of the Terrestrial Avatar Carbuncle, who is said to be lost!

Ulmia: Tenzen, if you allow me, may I go look for Prishe? She seemed to be able to talk to that person named Selh'teus. She might know something important that we don't. Louverance: Then I'll look into the ancient city, the "Divine City of Al'Taieu." If Selh'teus came from the divine city of Al'Taieu, he might return there.

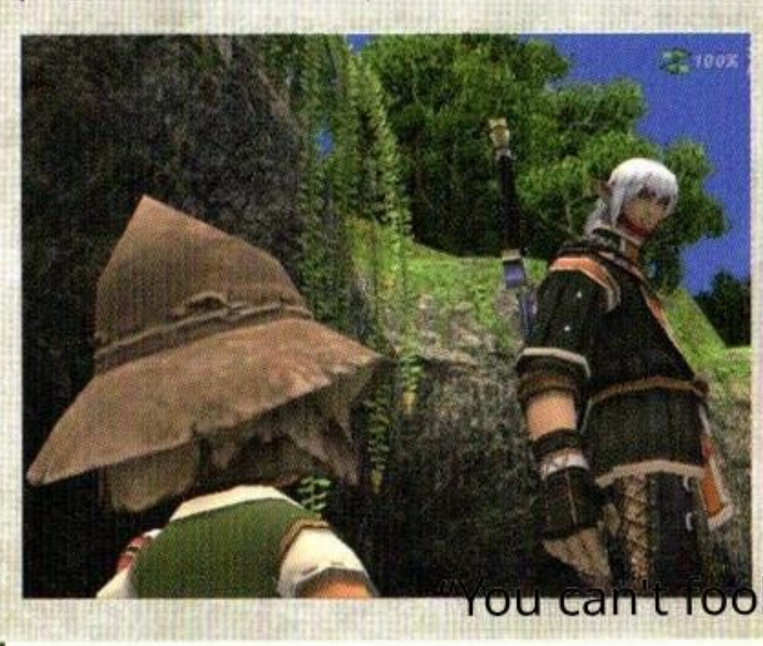
Promathia 5-3A "Your Sin", Promathia 5-3A-1 "Southern Legend", Promathia 5-3A-2 "Two Outcasts"

Related: Promathia 5-3C-1 "Knots" (→p. 166)

The path to Al'Taieu

The Adventurer, having joined Louverance, began investigating the divine city of Al'Taieu. After visiting Tavnazia's Despasière, the Windurstian Perii Vashai, and others, the Adventurers discover that Mildrion knew of the Divine City's existence and that the Sin Hunter Mithra, who pursues Mildrion, has appeared. However, they lose any further leads. At that moment, the Windurstian tycoon Honoi-Gomoi appeared and told Louverance, "The despicable bounty hunter is on Purgonorgo Isle."

Louverance heads to the island and, by intimidating Bukkichevky, who lives in hiding there, learns that the path to Al'Taieu was opened once 100 years ago.



↓ Louverance and Bukki Chebki, whose words and actions reveal a deep connection. What is the relationship between the two?

"You can't fool me."

Conversation: Two people with a shared destiny

Bucky Chebky: What do you mean? Why would the descendant of such a renowned count's family do something like this...? Did you tell him that pride alone doesn't fill the stomach?

Louverance: That's a thought typical of the pride-less Tarutaru, isn't it? ...It's the opposite. I urged him to help me realize my noble and grand cause for justice.

Bukkichevky: The realization of justice, you say? Ugh, your self-righteous brand of justice should have perished long ago, along with the Marquisate of Tavnazia...

Pick up! What Moblin is looking for

Currently, Moblin worships Promathia, but they previously held their own faith. Their belief was that "the luminous iron Gigas slumbering beneath the earth grants them power," and they built the city of Movalpolos, which moves beneath the ground, to search for these iron Gigas. This legendary Gigas of iron seems to have some connection to the Gigas Alexander described in the Treasures of Aht Urhgan (→P.200).

Pick up! Beastmen and the Male God

The commonly known legend about the origin of the Beastmen is that the Male God created them as enemies of humans who were seeking the Gates of Paradise. However, Jabbos once met a priest from Tavnazia who told him that the Beastmen were not the children of the male god, and that the male god had died before the Beastmen were even born. Based on this, Jabbos has reportedly spent 100 years preventing the Moblin from harming humans in their service to Promathia.

Pick up! "Keeper of the Apocalypse"

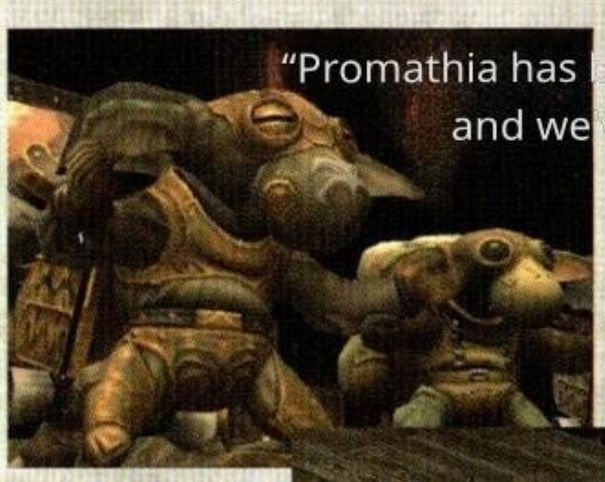
The story arc begins with Promathia 5-38, "In Search of Paradise," which depicts Tenzen enlisting the help of a Terrestrial Avatar and gradually reveals the identity of the Keeper of the Apocalypse. Previously, the story had progressed with the assumption that the Keeper of the Apocalypse was Selh'teus, but it is becoming clear that there are significant questions surrounding that premise.

Promathia 5-3A-3 "Why that child?" Promathia 5-3A-4 "A Long Farewell"

Related: Promathia 7-3 "Never Close Your Eyes" (→P.171)

Moblin and the Male God

The road to Al'Taieu, opened 100 years ago, was dug by the Moblins of the underground city of Movalpolos. The Adventurer and Louverance, who had visited Movalpolos, witnessed Selh'teus, whom the Moblins revered as the reincarnation of the male god. Ignoring the pleas of Jabbos from Galka, where they live together, the Moblin begin digging a path to Al'Taieu for Selh'teus. After learning the situation from the Adventurers, Jabbos offers to help the party in order to protect the Moblins.



← Moblin welcomes Selh'teus, the one who controls The Emptiness, as the rebirth of the male god.

→ Jabbos tried to stop Moblin and the others, but his attempt failed.

Promathia 5-3B L: In Search of Paradise Promathia 5-3B-1 "Spiral"

Related: Windurst Q79 "Seven Colors of Light!" (→P.416)

The lost "Rainbow Child"

Tenzen, seeking the help of a Terrestrial Avatar to capture Selh'teus, visited Carbuncle with an Adventurer. Carbuncle says that about 30 years ago, it sensed the birth of the Keeper of the Apocalypse, but that presence has since vanished. Then, Carbuncle pledges to assist Tenzen and grants power to Phoenix in Pso'Xja. Having gained power, Phoenix urged Tenzen to head to the place where Selh'teus first appeared.

← Carbuncle appears before Tenzen and the others, announcing that Promathia's awakening is near.

→ Tenzen finds the device in Pso'Xja where the Carbuncle left its power, and makes the Phoenix Orb resonate.

■ Conversation: The alternative theory Jabbos heard

Jabbos: The human legend is... wrong... The Moblin... the Beastmen... are not the children of the male god...
Louverance: That's impossible...!? A priest from Tavnazia denied the legend of Goddess Altana!? I can't believe it... I can only assume he's lost his mind!
Jabbos: That's not true ..... The priest... told me... The male god... had already died... long before... the Beastmen... were even born... But... someday... the male god... will be reborn... Desiring the end of the world ....

■ Conversation: Cooperation from the Rainbow Child

Carbuncle: (sensing the Adventurer's inner glow) I understand. I think I'll help you guys.
Tenzen: Really?!
Carbuncle: About 30 years ago, I definitely sensed the birth of the Keeper of the Apocalypse. But after a few years, that feeling faded... and now I can't sense anything at all. But I'm sure that Phoenix, who has traveled with you, will guide you toward the right path. So, I'll lend you my power. That is, to the half soul of Phoenix...

Pick up! Nag'molada's isolation

Around the same time as this story, Nag'molada becomes increasingly isolated within the Jeuno government. His recommendation for a re-investigation of the holy city of Al'Taieu was denied, and after being removed from the mission to capture Selh'teus, he was assigned to liaise with Moblin. These measures stem from his Kuluu background and his repeated failures to stop Selh'teus. However, Nag'molada then turns the situation to his advantage and begins to act independently.

Pick up! The Zilart Ideal

As depicted in "Rise of the Zilart" (→P.126), the Zilart's aim is to make Vana'diel a Paradise. "Paradise" is a blessed realm filled with the favor of the gods, where humans are said to become perfect beings. Nag'molada's story mirrors this, and it is also revealed that the Jeunoan Zilart were draining the power of the Mothercrystal to realize their ideal.

Pick up! The Memory of the Fifth Crystal

Through the Crystal Terminal, Nag'molada views the record left by Al'Taieu on the Fifth Crystal. The footage shows a device called the "Vessel of the Emptiness" with Esha'ntarl lying within it. Later, it is revealed that the "Vessel of the Emptiness" is a device designed to remove the "Emptiness" residing within a person's heart. However, the fact that Esha'ntarl was placed within that device raises the question: what does this mean...?

Promathia 5-3B-2 "With a Brand"

Related: Promathia 6-2 "The Place That Glows" (→P.168)

Another Amulet

Following Phoenix's advice, Tenzen and the Adventurer visit Jeuno. There, they learn from Monbreaux that Selh'teus first appeared at a facility within Delkfutt's Tower. Then, after hearing the story from the group and feeling sorry for Wolfgang, who was in the midst of a crisis, Monbreaux entrusted a letter to the Adventurer. Wolfgang takes the letter and invites the Adventurer into the audience chamber.

Upon welcoming the Adventurer, Esha'ntarl states that Prishe is in imminent danger and expresses her intention to protect her. At that moment, Nag'molada rushed into the audience chamber. Cutting off Nag'molada's words that sought to shift the blame for Selh'teus's escape onto Prishe, Esha'ntarl declared that she would deal with Selh'teus herself and took something out of her pocket. It was an Amulet—the "Mark of Bond" that connected her heart with Selh'teus.

← Esha'ntarl says he will use the Amulet to lure Selh'teus out.

Key Item: Envelope from Monbreaux

An envelope that Jeunoan Monbreaux asked to be delivered to Wolfgang. Inside is a piece of paper with "K9N" written in the corner of a drawing that appears to be Batallia Downs.

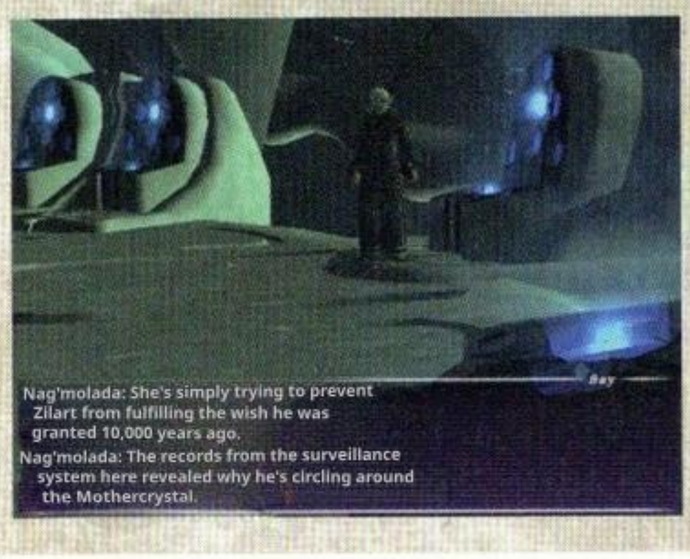
The drawing and note indicate the location where items from Wolfgang and Monbreaux's childhood memories are buried. This letter is a message from Monbreaux to Wolfgang, who is troubled by the world's crisis, urging him to remember what is worth protecting.

Promathia 5-3B-3 "Admirer"

Related: Promathia 7-5 "What is Bushido?" (→P.171)

Where the Truth Lies

The Adventurer, entrusted by Wolfgang with the key to the facility in Delkfutt's Tower, heads to the underground facility within the tower. Tenzen and Nag'molada appeared there. After leading Tenzen and the Adventurer to the Crystal Terminal, a facility that monitors the Mothercrystal, Nag'molada explains that Selh'teus aims to contact the Crystal to thwart Zilart's plan to create Paradise. Furthermore, she adds that Terrestrial Avatars are reduced to mere beasts in Paradise, and so she manipulates humans to thwart Zilart's plans. After that, Nag'molada looks into information about the fifth Crystal and departs. Was I merely being used by the Terrestrial Avatar...? Devastated, Tenzen sets out to meet the Terrestrial Avatar Fenrir to uncover the truth.



Nag'molada, who knows Zirat's ideal, explained how imperfect the current world of Vana'diel is.

■ Dialogue: The end of Vana'diel and the dawn of Paradise

Tenzen: Once again, recall the advice of the Terrestrial Avatar Diabolos! You are being manipulated by Promathia's Curse! When the "Gates of Paradise" are opened, "the world will end"! Nag'molada: But it's also the beginning! Tenzen, ask the Terrestrial Avatar Phoenix! What does the Terrestrial Avatar mean by the "end of the world"? And what happens then?!
Tenzen: (Hearing Ōtōmaru's voice) ...What?!
Nag'molada: That's right. Vana'diel. This world isn't the real world.

Pick up! Tenzen's Struggle

Tenzen has followed the guidance of Phoenix, driven by the noble cause of saving people from the Darkness. However, the fact that the Terrestrial Avatar is trying to prevent the realization of Paradise, which could bring blessings to the world, for the selfish reason that it "doesn't want to be just a beast," greatly shakes Tenzen's convictions. This was because he knew that many innocent people had sacrificed their lives by the blade of the Phoenix Blade to restore the power of the Terrestrial Avatar of Life, Phoenix.

Pick up! The Child of Destiny

Tenzen had believed that Selh'teus was the Keeper of the Apocalypse, but at this point, he realizes that his thinking might be wrong. Then, in the present day, 10,000 years after the era of Zilart, Tenzen begins to suspect that the Keeper of the Apocalypse might be none other than Prishe, the abhorred child of Tavnazia, based on the phrase "the child of destiny born in Tavnazia."

Pick up! Desiring the male god's resurrection

Here, through the words of High Priest Shazalviju, the purpose of Lord Commander Mildrion begins to take shape, albeit vaguely. That goal is to complete the Memoro de la Stono and bring about the descent of Promathia. Its purpose appears to align with the will of "The Emptiness," that is, Promathia, but Mildrion's true intentions remain undisclosed at this point.

Promathia 5-3B-4: What the Compass Points To

Related: Windurst M9-2 "Moon Reading" (→P.111)

The answer guided by the moon

Tenzen, who had joined the Adventurer in Pso'Xja, made the device imbued with Fenrir's power resonate with the Phoenix Orb. At that moment, Tenzen and the Adventurer's consciousnesses are transported back 10,000 years.

There stood the ancient Esha'ntarl, speaking with Fenrir, looking exactly as she does today. She explained that the Keeper of the Apocalypse's appearance is inevitable, but argued that by using Fenrir's Moon Reading to determine the time and place of the Keeper's arrival, humanity could create an opportunity to defeat the Keeper of the Apocalypse. Upon learning of Esha'ntarl's resolve, Fenrir sets that future. Ten thousand years from now, the Keeper of the Apocalypse will be born in the designated land of Tavnazia.

● Esha'ntarl to Fenrir

Together, they perform the Moon Reading, determining the fate of humanity...

Conversation under the ancient moon

Esha'ntarl: However, I learned from Selh'teus, who perished in our homeland. The covenant with the Terrestrial Avatars is broken by defeating the Keeper of the Apocalypse.
Fenrir: Indeed, that is the agreement we made. If only we could defy the curse imposed on humanity. However, now Selh'teus, who bore that responsibility, is dead. Then, who among humans can defy it? Is there anyone who can answer this unsolvable question? Esha'ntarl: ...Yes. I believe I have found that answer. Why did Selh'teus say that to me at the end...?

Promathia 5-3C: "The Gathering Messengers"

Promathia 5-3C-1 "Knot"

Related: Promathia 6-3 "All the Answers You Desire" (→P.169)

The meaning of the Song of God

While searching for Prishe, Ulmia encounters the Sin Hunter Skali-X, who is targeting Prishe, during her stay in San d'Oria. Realizing that Prishe is in imminent danger, Ulmia shows her anxiety to the Adventurer who has joined them. While visiting the Cathedral of San d'Oria with her, the Adventurer learns from a high priest of the State Church that Mildrion had once aimed to complete the Song of God, "Memoro de la Stono," which possesses the power to invoke the God's descent, and that he had been researching the male God.

← Shikaree X, who appears before Ulmia, reveals that he is tracking Prishe's whereabouts.

→ Ulmia cannot hide her surprise at the truth about Mildrion revealed by High Priest Shazalvige.

Conversation: The Two Secret Treasures Passed Down to Elvaan

Shazalvige: Two enigmatic stone tablets were left in the Cathedral of San d'Oria and the Cathedral of Tavnazia. For a long time, we worked to unravel that mystery, and finally, during the reign of King Lamper, we managed to recover one of the treasures: the Holy Sword. However, the Cathedral of Tavnazia was adamant about not revealing the contents of the other stone slab. Therefore, the Cathedral of San d'Oria dispatched spies to investigate, and they discovered that a certain "Song" was written on it. Yes, that very Song... the "Song of God" about you... It was the Song that said, "When all is sung, God will descend."

Pick up! Prishe's Magic Stone

In this scene, it is revealed that Prishe is the source of Tavnazia's magic stone. As Prishe herself states in Promathia 4-3, "The Meaning of Worship," when she was baptized, the baptismal font exerted its power and crystallized "The Emptiness" within her. That crystal was, in fact, the magic stone of Tavnazia. This fact provides a clue to the question of whether Prishe is the Keeper of the Apocalypse, and also serves as a foreshadowing hint regarding the origins of Esha'ntarl.

Pick up! Louverance, Once Again

The Louverance who appears here is the real Louverance, not the one who gathers information about the Holy City. This is evident from his demeanor, which suggests he is meeting Prishe for the first time. As depicted in San d'Oria Q51, "Beyond the Urgulan" (→ p. 245), he was said to have traveled to the northern islands to investigate the cause of his grandfather Francmage's death and to learn more about the God of Darkness.

↑ The real one wears a purple face guard, while the fake one sports a red one.

Promathia 5-3C-2 "Headwind"

Related: Other Q43 "Sin Hunters' Dance" (→P.334)

The magic stone fluttering in the child's chest

Ulmia and the Adventurer, who had come to Windurst upon hearing of Prishe's presence, encountered the Sin Hunter Shikaree Y, who was searching for Tavnazia's magic stones, as well as Prishe. Prishe shows a magic stone that has become one with her and, at Shikaree Y's request, goes with her to the Atwa trench. The three Sin Hunter sisters, led by their eldest, Shikaree Z, gathered in Atwa. They vowed to hunt down the sins of Mildrion and, alongside the Adventurer and Ulmia who had rushed to their aid, attacked Prishe. After fending off the three with the Adventurer's help, Prishe reads the sisters' minds. Upon learning the location of the magic stone fragment taken by the Northern Expedition, she disappears.

← Prishe reveals her chest in front of the Sin Hunters. There, a magic stone was buried.

→ The three Sin Hunter sisters conclude that Mildrion and Prishe brought about the crisis facing the world.

Promathia 5-3C-3: Kindling

Related: Promathia 6-4 "Fear Me" (→P.169)

Recovering the "Darkness"

The Adventurer, having found Prishe in the Ulegueraud Range, visits the ice lake at Bearclaw Pinnacle, located in a corner of the mountain range. Louverance then appeared and told Prishe about the existence of the God of Darkness who guided the Shadow Lord. Prishe seemed to have come to a realization. Then, suddenly, a piece of stone emerges from the bottom of the frozen lake—a fragment of the magical stone of Tavnazia. With that in hand, Prishe vanished once again.

The Adventurers briefly return to Cid to discuss the current chaotic situation. Just then, Jeuno received the urgent news that Prishe had appeared.

← Louverance, who had left the Quon Continent and been in the northern lands, brings news about the God of Darkness.

"Welcome back, my Magicite..."

→ Prishe, carrying a wedge-shaped fragment of Tavnazia's magic stone, vanished once again.

Conversation: Do you wish for the male god to be resurrected?

Prishe: (to the Sin Hunters) I can totally understand what you're thinking. You want to save Vana'diel and its people. That's what you're thinking, isn't it? I feel the same way. That was also what Lord Mildrion wished for. That's why he decided to resurrect Promathia. Ulmia: Prishe, that's...!? Shikaree Z: You, Mildredion...! As expected... something like that...!?

Prishe: If you want me to atone for that sin, I'll do it as much as you like. But that's not for you.

Conversation: The Darkness Within the Magic Stone

Prishe: You've probably heard the story from 30 years ago, right? About a fragment of Magicite known as the "Tavnazia Magicite" that was transferred from Tavnazia to Bastok. The expedition that came here with that Magicite was, as expected, poisoned by the voice of Darkness sealed within the fragment. "Do what you truly want to do." "Return to your true form" ..... That voice whispers to the Darkness within us, again and again... And so, those guys on that expedition team did things that no human should do. Well, that can't be helped either, can it? Because that voice is Promathia's voice!

Pick up! Who holds the Amulet?

There are two Mark of Bond Amulets that appear throughout the story of "Chains of Promathia." One of them was entrusted to the Adventurer by Selh'teus, while the other was given to Prishe by Cardinal Mildredion as a protective amulet. If you consider who else currently possesses the Amulet besides the Adventurer, you can easily deduce Mildredion's true identity.

Pick up! Words of the Heart

In this scene, Esha'ntarl realizes that the Adventurer can hear the "Words of the Heart." As revealed in "Romasia 5-1: The Unceasing Clang," the Words of the Heart possessed by the Zilart have the characteristic of becoming inaudible when obstructed by the Emptiness. Since all modern humans carry "emptiness" in their hearts, Adventurers shouldn't be able to hear the "Words of the Heart"... (→P.171)?

Pick up! Reunion with an old friend

As described in Promathia 5-3B-4, "What the Compass Shows," Esha'ntarl and Selh'teus are friends and allies who stand against Bahamut and Zilart to save humanity and the world. At this point in the story, Esha'ntarl knows that the Keeper of the Apocalypse has already vanished. However, she still found it odd that Bahamut was trying to fulfill the contract, and so she sought to learn more from Selh'teus, with whom she had made the agreement.

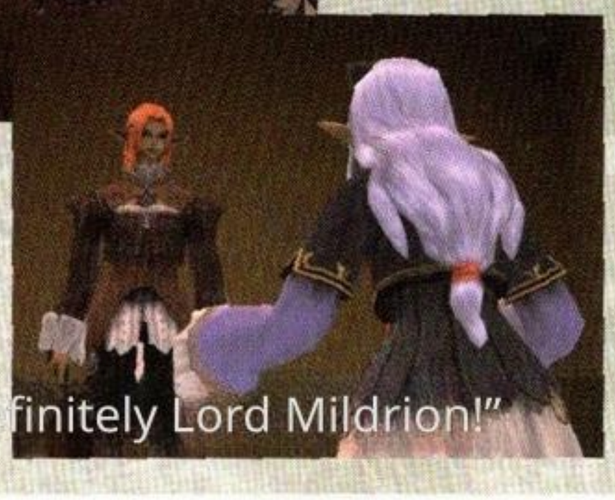
Promathia 6-1 "For Whom the Song"

Related: Promathia 6-3 "Desiring Every Answer" (see right page)

A Cruel Conclusion

Adventurers Tenzen, Louverance, Jabbos, and Shikaree Z gathered at the Jeunoan tavern. After sharing information, the group concluded that to break Bahamut's contract, they needed to destroy the Keeper of the Apocalypse, and that Prishe was the Keeper of the Apocalypse. However, Ulmia, who had joined them, couldn't accept that conclusion and stormed out. Heartbroken, Ulmia tells the Adventurer who followed her that Prishe had previously mentioned Mildrion might be in Jeuno. Believing that Mildrion could save Prishe, she sets out to find him.

← After exchanging opinions, the group reaches a conclusion that is devastating for Ulmia.



→ When Prishe had her Amulet taken, she apparently sensed Mildrion's presence.

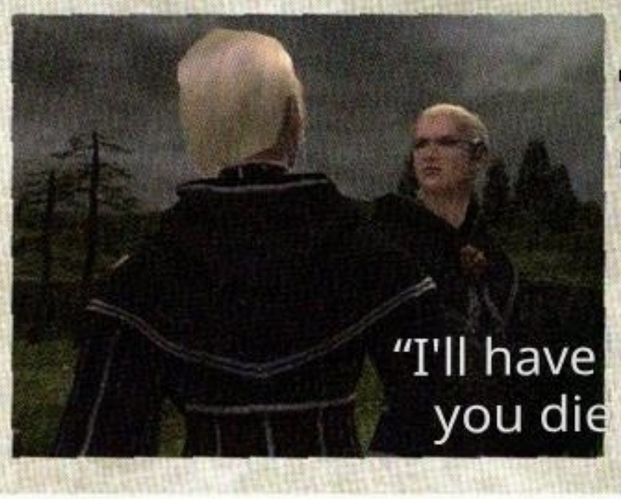
Promathia 6-2: The Place of Ruin

Related: Promathia 8-1 "The Ancient Garden" (→P.172)

The Struggle of the Ancients

The Adventurer, who had visited the Grand Ducal Palace to seek information about Mildrion, learned from Wolfgang that preparations for the battle against Bahamut were complete. However, it seems that Esha'ntarl, who is to lead the battle, as well as Nag'molada and the Chebki siblings, are all missing. Guided by the words left by Chebuki and the others, the Adventurer visits Tavnazia and encounters Esha'ntarl and Selh'teus. The two attempt to exchange memories using the Mark of Bond, but Nag'molada intervenes, causing Selh'teus to flee.

Nag'molada states that Al'Taieu still exists and declares that she will reclaim her identity as a Zilart with the Vessel of the Emptiness in the Theopolis. She attempts to eliminate the troublesome Esha'ntarl, but is removed from the scene by the Chebuki siblings, who have been bribed by her. Having secured her safety, Esha'ntarl returned to Jeuno to prepare for the battle against the True Dragon.



← Nag'molada reveals her ambitions and openly displays her rivalry with Esha'ntarl.

Conversation: Ulmia's recollection

Prishe: It seems that, even now, Lord Mildrion felt compelled to get that Amulet back. Because a friend from a long, long time ago, someone I had been waiting for to return for ages, has come back... Lord Mildrion was silently apologizing. But as long as I'm in Jeuno, he'll continue to watch over me...

Ulmia: Jeuno...? Cardinal Mildredion is in Jeuno? And he also knew everything about us coming from Tavnazia? That's not all. You mean he knew we were in Tavnazia for 20 years and didn't come to pick us up?

Toward a Complete Conversation

Nag'molada: I have received wonderful news from the Terrestrial Avatar Diabolos. According to the Terrestrial Avatar Diabolos, the Theopolis of Al'Taieu still exists beyond the Fifth Mothercrystal. It seems that the people of Zilart who lived in the Holy City are still alive today. Esha'ntarl: Th... that's...!

Nag'molada: I can't remain silent after hearing that. Whether it's at the end of a space-time warp or somewhere else, I have to go there and see for myself. And, just like you, I will obtain an immortal body through the Vessel of the Emptiness. I will also reclaim the Words of the Heart.

Pick up! To bury the Keeper of the Apocalypse

Esha'ntarl originally intended to use the Memoro de la Stono to summon Promathia and then bury Prishe, the Keeper of the Apocalypse and reincarnation of the male god. This is because, if the Keeper of the Apocalypse is defeated without using this method, the Darkness within them returns to Mothercrystal, and from that Darkness, a new Keeper of the Apocalypse is born. However, when Prishe was baptized, the power of the Dawn's Eye removed the Emptiness from her heart, transforming it into Magicite. Therefore, the current Prishe is no longer the Keeper of the Apocalypse. Despite these facts, the reason Bahamut seeks to fulfill the contract is revealed in "Promathia 6-4: Fear Me." is revealed in "".

Promathia 6-3 "All Answers Desired"

Related: Promathia 8-3 "Chosen Death" (→P.172)

Toward the inevitable battle

Prishe finally appears before the Adventurer who has returned to Jeuno, and invites both the Adventurer and Ulmia to the audience chamber. Waiting was Esha'ntarl—she was Mildrion. Esha'ntarl reveals that she is an Ancient, and states that while Prishe was indeed the Keeper of the Apocalypse, things are different now. Despite this, Bahamut remained determined to fight, and so Esha'ntarl decided to start the battle. However, Prishe believes that if she dies as the reincarnation of the male god, Bahamut will be appeased. She asks the Adventurer to undertake one final quest: the search for the "Memoro de la Stono."

← Esha'ntarl reveals that she has lived for 10,000 years to bury the "Keeper of the Apocalypse."

→ The key to the fifth verse of the Song "Memoro de la Stono," which summons the god, was held by a woman living in Selbina.

Character: A woman who knows about the "Memoro de la Stono"

Mathilde, a woman who lives in Selbina. In truth, she is the elder sister of Aldo, from whom she was separated. During the Great War, she was captured by the Beastmen, and she has lost all memory of that period.

Matilde's real name is Emmerline, and she and Ulmia were members of the choir together. The woman, who had lost her memory, uses Louverance's "Mirror of Rebirth" to recall memories of the "Memoro de la Stono" and passes the Song on to Ulmia.

Pick up! The Contract and the Male God

Here, it is revealed that Bahamut made a pact with Selh'teus to destroy humanity when the Keeper of the Apocalypse appears, all to prevent the resurrection of Promathia. As indicated in A4-3 "The Meaning of Worship," Promathia desires her own resurrection and death. And since absorbing the people of this world is essential for that resurrection, the two made a pact to first eradicate the humans they intended to absorb.

Promathia 6-4 "Fear Me"

Related: Promathia 8-3 "The Angels' Resistance" (→P.173)

Betrayal and Truth

They were Adventurers who had obtained the fifth "Memoro de la Stono," but it seems that Prishe had set off, blending in with Jeuno's Combat Air Fleet that was planning to ambush Bahamut. The group piloted Cid's Airship and caught up with the Combat Airship Squadron, but they found the unit under attack by an ancient weapon controlled by Nag'molada. Nag'molada claims to have come to ask Bahamut for the path to the divine city of Al'Taieu. Prishe tells him that Moblin can open the way to the city and orders him to leave. However, Nag'molada ends up summoning Bahamut.

Bahamut, now before them, announces that a Keeper of the Apocalypse other than Prishe has appeared in Al'Taieu, revealing that this individual is about to descend into the mortal realm along with the Holy City. "Then we'll defeat that 'Keeper of the Apocalypse,'" Prishe declared. The Adventurer nodded in agreement. For some reason, Bahamut flew into a rage and unleashed a Mega Flare.

← Upon seeing the Adventurer, Bahamut utters the name of Selh'teus and attempts to eliminate the Adventurer.

Conversation with the other Keeper of the Apocalypse

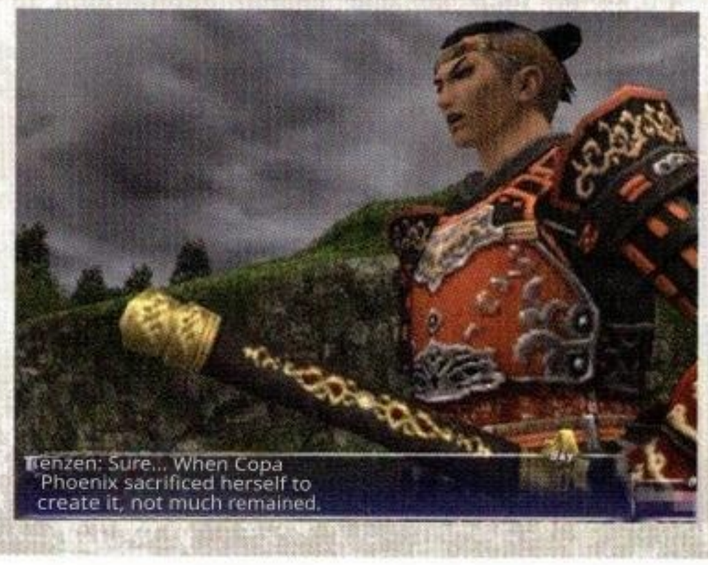
Bahamut: It awakened in the divine city of Al'Taieu, where we were imprisoned for 10,000 years.

Esha'ntarl: In the Theopolis of Al'Taieu!?

Bahamut: Was it the survivors of Zilart who moved The Crystal Line? Or is it the otherworldly people who live in the present? In either case, because of that, the Mothercrystal that sustains the divine city of Al'Taieu is gradually losing its power. Theopolis Al'Taieu will soon fall here to Vana'diel. Then the Keeper of the Apocalypse will consume people... and Promathia will descend with immense power.

Pick up! The Phoenix's final words

Tenzen, who is conveying the Phoenix's wish to the Adventurer, hesitates slightly mid-sentence. The reason is that Tenzen received Phoenix's final command: "Take the Adventurer to the Fifth Crystal and kill them there." This plan was originally conceived by Selh'teus as a means to empower the Fifth Crystal, prevent the descent of the divine city Al'Taieu, and protect Vana'diel. However, Tenzen is torn between his friendship with the Adventurer and the greater cause of saving the world.



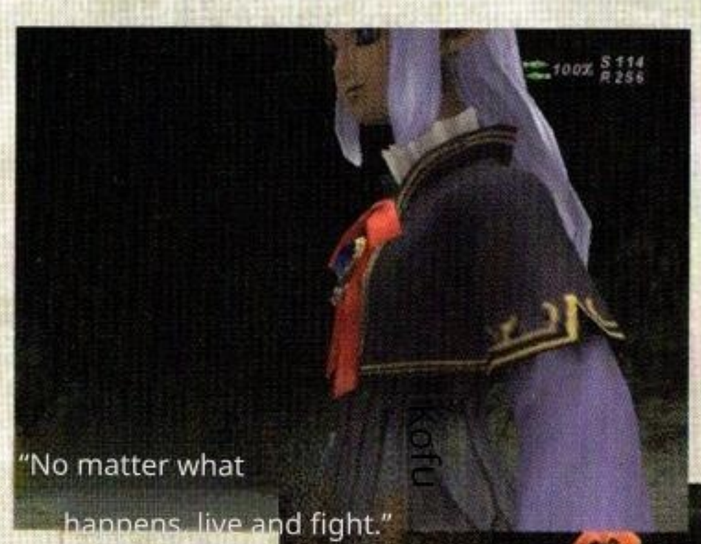
↓ Despite grappling with profound inner conflict, Tenzen But he doesn't show it.

Promathia 7-1: "Chains and Bonds"

Related ——

The Lost Flame of Life

The Adventurer, who had lost consciousness at some point, awoke in Lufaise Meadows. Prishe and Ulmia, who had welcomed the Adventurer into the Tavnazian Safehold, explained that the moment Bahamut released his Mega Flare, Tenzen unleashed the power of the Phoenix Orb and protected everyone. And that's why Phoenix died. Louverance, Shikaree Z, and Jabbos, who had followed along to the underground shelter, remembered the heartbroken Tenzen and encouraged the Adventurer to speak to him.



↓ Realizing there was a way to save both people and the world at the same time, Prishe reflects on the value of fighting without giving up on life.

→ Starting with Ulmia, the group is worried about Tenzen, who has lost Phoenix.

Promathia 7-2 "Flame in the Darkness"

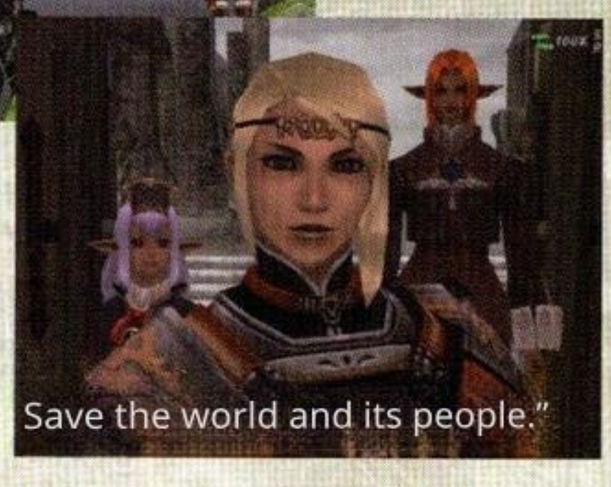
Related: Promathia 7-5 "What is Bushido?" (See right page)

Those who defy the "end of the world"

Tenzen, who was on the Misareaux Coast, reveals to the Adventurer the loneliness he feels after losing Phoenix. However, he resolves to fulfill Phoenix's final wish of guiding the Adventurer to the Fifth Crystal, and thus heads to Jeuno in search of a clue. Esha'ntarl was present in Jeuno, awaiting the Adventurers. While discussing the Jeuno government's future policies, she reveals that someone has sealed The Crystal Line leading to the Fifth Crystal. The only remaining option is the underground path dug by Moblin. The Adventurers head for Movalpolos, seeking the path to the Holy City.

← Before the Adventurer visited the Misareaux Coast, Tenzen was talking about something with a spy from the Hingashi Nation.

→ After revealing her true identity, Esha'ntarl pledged to help the group avert the "end of the world."



Conversation: Live more strongly than you wish to die

Prishe: You know, I thought that if I could save the world and everyone, I wouldn't mind giving up my life. But in the end, that didn't happen, and that's why I realized something. Saving Vana Deel without dying was a really tough way to do it, but it means there was a way. I'm sure that throughout the ages, someone who never gave up has discovered it... So, even with Promathia's curse, people were able to live. So, from now on, no matter what happens, you too must live and fight. Because I'm glad you're alive.

Conversation: The noble cause shared with the spy

Tenzen: I still can't go back. Until I fulfill the final mission entrusted to me by the Terrestrial Avatar Phoenix.

? ? ? : What do you mean .....?

Tenzen: When Ōtōmaru unleashed its power to save my life, I could hear everyone's voices. The voices of the children I couldn't save because of my weakness. Betraying them here would go against my honor. I must burn through this life entrusted to me by them. To save Mothercrystal, with the very survival of Vana'diel at stake .....

Pick up! Before the decisive battle

These Missions depict the thoughts of the Adventurer's companions—Prishe, Ulmia, Tenzen, the Chebuki siblings, Louverance, Jabbos, and Shikaree Z—as they head toward the Holy City of Al'Taieu ahead of the decisive battle. In particular, the scenes involving Skaline, who reveals his real name to be "Mag," and the imposter "Louverance," who attempted to assassinate the genuine Louverance, are intriguing.

Pick up! Vessel of Light

Selh'teus entrusted the Adventurer with the Mark of Bond to make them a "Vessel of Light" that carries the Crystal's radiance, and to pour the collected radiance into the Fifth Crystal. Tenzen attacked the Adventurer because Phoenix had told him about Selh'teus's plan. The Adventurer begins to hear the "Words of the Heart" midway through the story because the Crystal's Light is temporarily dispelling the "Emptiness." This phenomenon confirms that the Adventurer has become a Vessel of Light.

Pick up! The memories left in the final stone

In response to Nag'molada's intrusion, Selh'teus entrusts the Adventurer with the radiance of the final Crystal, paving the way to Al'Taieu. At that moment, the Adventurer sees a vision of Eald'narche and others discussing the creation of the world. In the vision, Eald'narche poses the question: If Paradise is a perfect world, then who divided the Crystal that sustained it into five pieces, and why?

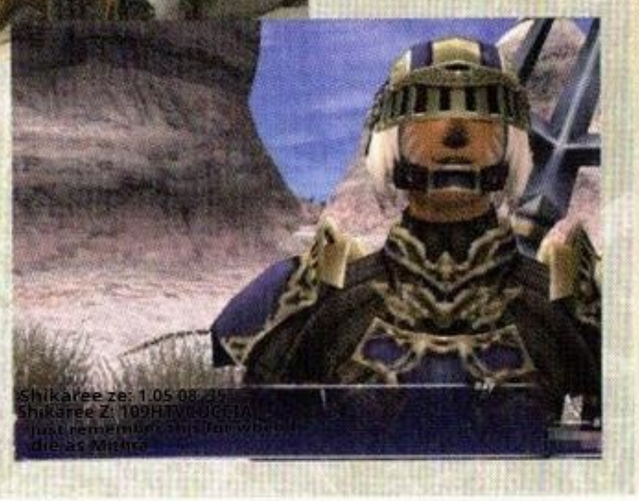
Promathia 7-3 "Never look away"
Promathia 7-4 "Before parting ways"

Related: Promathia END-4"Megas' name shall live forever" (→P.174)

A path on the ground, and guidance from the heavens

When the Adventurers reached Movalpolos, Nag'molada, who had gone ahead, was already gone. Furthermore, to cut off their pursuers, he had blocked the path that Moblin had dug. Tenzen tells the Adventurers, whose path through the depths has been blocked, that there is an aerial route shown by Phoenix, and asks Cid for help. With the help of the group, Cid repaired the Airship that had been damaged in the battle with Bahamut. Once again borrowing the Airship, the Adventurers take off for the Fifth Crystal alongside the Jeunoan escort fleet.

← Jabbos vows revenge against Nag'molada, who injured Moblin to prevent him from digging a new path.



→ While helping to repair the Airship, each of the companions shares their resolve with the Adventurer.

Conversation: The meaning of sin and the meaning of Sin Hunter

Shikaree Z: ... Promathia. A god who placed a Curse of conflict upon humanity and the world. If conflict means fighting, then we should understand its meaning better than anyone. The reasons we fight are trust, justice, courage, and hope... for "what people need to be human"...

Shikaree Y: That's

..... Shikaree X: ... Then, perhaps ...

Shikaree Z: Perhaps Promathia's sin is a sin against our very existence. If that's the case, then hunting down sin itself is also...

Promathia 7-5 "What is Bushido?"

Related: Promathia 7-4 "Dawn" (→P.173)

Your will to live

As the Adventurer approaches the Fifth Crystal resting in the Shu'Meyo Sea, Tenzen suddenly attacks. The Adventurer fended him off without knowing why, but immediately afterward, the Airship was swallowed by the Light rising from the seabed. When they came to, the party was standing before the Fifth Crystal. Selh'teus, who appeared there, explained that the Fifth Crystal, which had left this world along with the Holy City, was now losing its power to sustain the Holy City. And to prevent the fall of the Divine City and the resurrection of the Male God, there is no choice but to crush the Adventurer—the vessel that holds the radiance of the four Crystals—and transfer that radiance to the Crystals... However, as Selh'teus attempts to crush the Adventurer, Prishe steps forward, asserting that the Adventurer can defeat the Keeper of the Apocalypse. At that moment, Nag'molada suddenly burst in. Using the Mark of Bond taken from Prishe, she drained the Crystal's radiance from the Adventurer.

← "I want you to believe in the power of the Adventurer's will." Prishe shields the Adventurer from Selh'teus.

Key Item: Al'Taieu's Radiance

A radiance that quietly resides within your heart, bringing forth compassion.

The radiance of the Fifth Crystal. With this, the Adventurer gains the radiance of "Hope," "Justice," "Courage," "Trust," and "Compassion," which counter the five Darknesses of the human heart: "Ignorance," "Pride," "Cowardice," "Envy," and "Hate." However, immediately afterward, Nag'molada steals one of these.

Pick up! The City of Silence

Nag'molada is troubled by his inability to hear the "Words of the Heart" spoken by the people of Zilart, but this is not because he is Kuluu, nor is it because the Mark of Bond Amulet he possesses is broken. When the divine city of Al'Taieu became Paradise, the people of Zilart were unable to retain their human form or sense of self, and they transformed into entirely different beings (see the page to the right).

Pick up! What is Promathia's "vessel"?

In this Mission, the identity of another "Keeper of the Apocalypse" is finally revealed. It is the "vessel" of Promathia – the body of the male god shattered in the Age of the Gods, reconstructed when Al'Taieu became Paradise (see right page). This "Vessel of the Emptiness" absorbed the vast "Emptiness" extracted from the Kuluu and attempted to truly resurrect as Promathia. To prevent that, Ibnoil sacrificed himself.

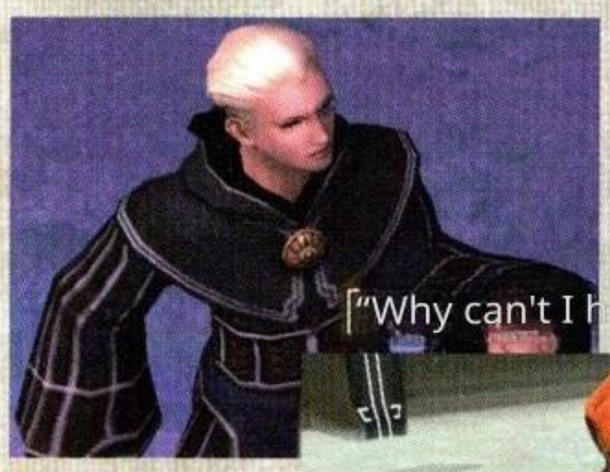
↑ In the past, Selh'teus also died after absorbing the "Void," but he was resurrected by the power of the Phoenix.

Promathia 8-1: The Ancient Garden

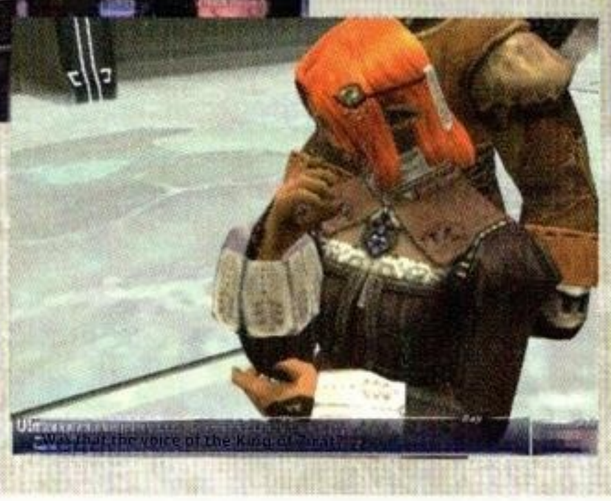
Related ——

The cold Paradise

The Adventurer and Nag'molada are thrown into the radiant Paradise of Lumoria. Upon seeing the divine city of Al'Taieu rising there, Nag'molada let out a cry of joy and entered the Grand Palace of Hu'Xzoi. The Adventurer also heads for the royal palace, and along the way, they reunite with Ulmia, Louverance, Shikaree Z, Jabbos, and the Chebki siblings. Ulmia says that this world is so different, with unknown Monsters roaming around, that she can't believe it's a paradise. After opening the closed castle gate and entering the royal palace, the companions all claimed to hear a strange call, but the Adventurer couldn't hear anything...



← Nag'molada finds it odd that she can't hear the "Words of the Heart" spoken by the Zilart who live in the Holy City.



→ Ulmia and the others gather at the Grand Palace of Hu'Xzoi. What is this "call" that they hear?

Promathia 8-2 Chosen Death

Related: Jeuno Q76 "What do you think about while you are in the world?" (→P.177)

Darkness and God

Prishe, who was pursuing Nag'molada, appeared before the group, who were stuck at a closed door within the royal palace. The Adventurer, exploring the royal palace with her, witnesses Nag'molada overcome with grief in the chamber where the Vessel of the Emptiness is placed. There lies the remains of Ibnoil, the priestess of the bright star whom he deeply revered...

Selh'teus, who had appeared at that moment, explained that 10,000 years ago, Promathia's "Vessel" had risen, seeking the manifestation of the god's will—The Emptiness. Then, to prevent the male god from being resurrected by giving the "Void" to the "Vessel," Selh'teus absorbed the "Void" and ended his life. He reveals that Ibnoil, after sealing the "Vessel," also died along with the "Void." Ignoring Nag'molada, who is suffering upon learning the truth, Selh'teus instructs the Adventurer to retrieve the "luster" of the missing Crystal within the royal palace. Then, he opens the door to the audience chamber where the "Vessel" is sealed.

← Selh'teus tells the Adventurer and Nag'molada about what happened in ancient Al'Taieu.

Conversation: A call from afar

Shikaree Z: (to the Adventurer who says he can't hear the call) Can't you hear it? This call that makes my heart ache. Jabbos: ..... I have to go ..... beyond this ..... That's what I feel...
Louverance: This gate is so magnificent. There's little doubt that the King of Zilart is beyond this gate.
Ulmia: This call that weighs heavily on my heart. Could this be the voice of the King of Zilart? Then why won't you open this gate?

Conversation: Nag'molada in Sorrow

Nag'molada: Does this mean even the Priestess of the Morning Star has been claimed by The Emptiness? Then, have we finally been abandoned by the Goddess of the Dawn...?
???: That's not true. Lord Ibnoil has carried out the will of the Goddess.
Nag'molada: Selh'teus!?
Selh'teus: That was the last resort when the resistance of the living gods, the Crew, was defeated. Lord Ibnoil sought to perish alongside it by sealing The Emptiness within the Vessel of the Emptiness into himself.

Pick up! The whispers of The Emptiness

The call that Ulmia and the others heard was actually the voice of The Emptiness emanating from the "Vessel." The voice of the "Vessel" speaks to the "emptiness" within a person's heart, tempting them with the promise of fulfilling their deepest desires and encouraging them to return to the "Vessel." Only the Adventurer, who possesses the glow of a Crystal that dispels the "Void," and Nag'molada, who has stolen a part of that glow from the Adventurer, can prevent this.

Pick up! The Birth of Humanity

In the perfect Paradise, there was also "Perfect Death," and Promathia, the god who ruled over it. It was Goddess Altana, who ruled over "perfect love," who wished to make use of Promathia. Altana, seeking to fragment the male god's body and bring it to life as a human, shattered the primordial Crystal into five pieces along with her own tears. Therefore, humans were born as the male god's children, possessing both "The Emptiness" and "Light," which is the Goddess's Tear.

Pick up! The whereabouts of the people of Al'Taieu

When Al'Taieu became Paradise, the inhabitants of the Holy City remembered they were once part of Promathia and merged into one. This is the truth behind the resurrection of the male god's "vessel." Then, as the melted Male God returned to the Crystal, the Light of the Female God held by the merged people also reached the Crystal. This Light breathes new life into the Fifth Crystal, halting the descent of the Divine City.

Promathia 8-3: "The Angels' Resistance"

The one who brings about the end of the world

As the Adventurer and Prishe, having regained the "Radiance," headed for the Audience Hall, they found their companions unconscious, knocked out by Tenzen. They had lost their senses to the call of the "Emptiness" emanating from the "Vessel." For the time being, the Adventurers leave their companions behind and enter the audience chamber. There they found the body of Promathia, bound in chains, and the figure of Nag'molada. Unable to accept Yvnoil's death, Nag'molada demanded the "truth" from Promathia, breaking the spell and fusing with her. Finally resurrected, Promathia sets his sights on the mortal realm, seeking to consume humanity in order to achieve his "perfect death."

▲← Unable to resist the call of "The Emptiness," Ulmia and the others reveal their own hidden desires.

→ The resurrected Promathia calls humans his children, fragments of his own body.

"From my

■ A perfect conversation is "the truth"

Nag'molada: (to the Adventurer) Everyone forced it upon you. "Save the world," "Save people," and even, "Die for that cause." But honestly, don't you care about people or the world? You just want to know the truth, don't you? The truth that no one knows?

(Adventurer nods)

Nag'molada: Me too. I finally get it. This imperfect world. In a world where communication between people is often flawed, the only perfect thing people can rely on is "truth." That's all there is to it.

Promathia 8-4 - 1

Related: Jeuno Q76 "What do you think about while you are in the world?" (→ P. 177)

Tears flow at dawn

Prishe, Selh'teus, and the Adventurer pursued the male god who sought to destroy Mothercrystal and descend to Ana-Diel with Al'Taieu, and they arrived at the Crystal. Prishe confirms the will of Goddess Altana, who grieves for Promathia, who desires "complete death," and calls out to the Adventurer. "As part of the male god, do you wish for the 'end'?" Instead of answering, the Adventurer took up a Weapon and challenged Promathia to battle.

"I don't want the end," Prishe declares forcefully to Promathia, weakened by the Adventurer's fierce onslaught, and then hurls Tavnazia's magic stone at the male god. Still, it was the Adventurer who stood before Promathia, who still desired "death." The "Radiance" within the Adventurer's heart—Goddess Altana's "Love"—is unleashed, gently falling as the Goddess's Tear and melting Promathia away. And so, the "end of the world" came to an end.

← It was the "love" of Goddess Altana within the Adventurer that saved Promasia, who sought "death."

Conversation: The gentle glow that keeps people alive

(Promathia's body shatters, becoming countless points of light)

Selh'teus: Life …… returns …… to Mothercrystal ……. Prishe: The people of Al'Taieu ……. And… Nag'molada too… Now she can finally rest in peace… (Bathed in the Goddess's Tear) … Hehehe, it's beautiful. It's the Goddess's Tear… …… High above, the goddess has been crying. Thinking about the male god… Goddess Altana's feelings ……. Trust, compassion, justice, courage, and hope… And finally, "this" was born… As long as people know "this," they can live.

Pick up! The true identity of "Nisemono"

The impostor "Louverance," who had fought alongside the Adventurer. He keeps his identity a secret until the very end, but he is actually Atalforne, a notorious bandit who aspires to restore the Marquisate of Tavnazia. Although it was reported that Atalforne was captured by Bukkichevky and executed, he actually survived and was working to rebuild his homeland. Furthermore, the connection between Atarforne and Louverance is revealed in ■ San d'Oria Q20 "No Lowly

"No lowly blood flows."

Atalforne is welcomed by his comrades ↓
No. His ambition will never wane.

Promathia END-1
Promathia END-2
Promathia END-3

Farewell." "The Origin of Ultimate Magic" "In Search of an Eternal Name"

Related **San d'Oria Q20** **"No Lowly Blood Flows" (→P.236)**

To their respective homes

The companions, having returned to Vana'diel, each resume their own journey. Tenzen apologized to the Adventurer and returned home to protect his homeland, which was on the brink of crisis. The Chebki siblings are reunited with their biological father, Bukki Chebki, and find the warm family they had longed for. Then, "Louverance" faked his own death in a duel with another Louverance, erasing his existence and returning to his comrades to pursue his ambitions.

← Tenzen kneels and apologizes for targeting an Adventurer's life, even if it was for a noble cause.

→ The father and son Chebki, who had been separated since The Crystal War, are reunited in a moving scene...?

"Call me 'Papan'!"

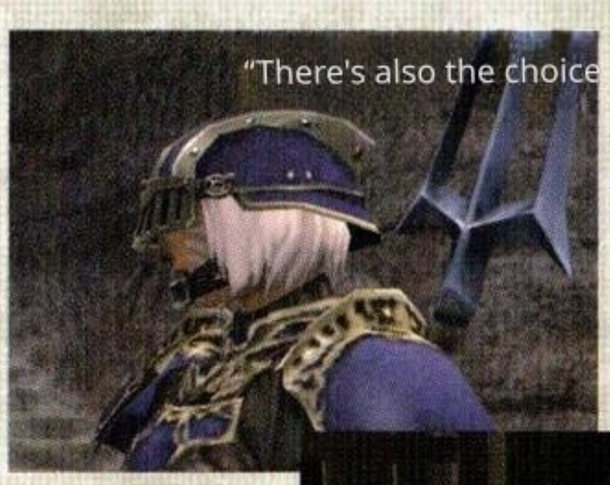
Promathia END-4
Promathia END-5

"May the name of Megus live forever" – Banner

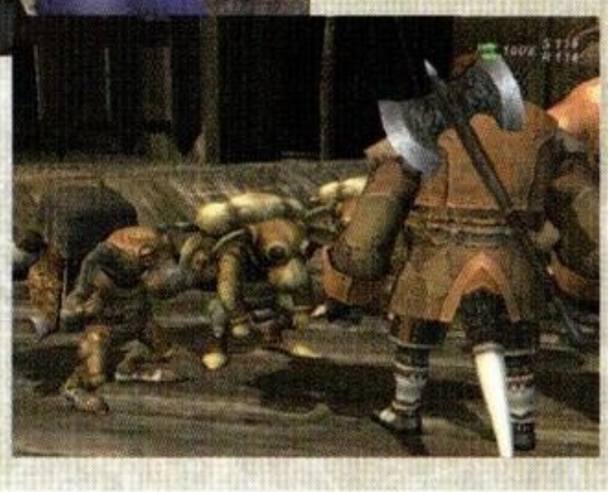
Related **Other Q44** **"Requiem for the Sin Hunters" (→P.334)**

The Meaning of What We Believe

The Sin Hunter sisters—the three Megus sisters—were in Mhaura. Having discovered her inner sense of justice during her travels with the Adventurer, Scalice declares her intention to quit being a Sin Hunter. With her sisters and the Adventurer seeing her off, she returns to her homeland. Meanwhile, Jabbos returned to Movalpolos and shared the truth he had learned in Al'Taieu with the Moblin. They then hastily concluded that humans with a male god and a female goddess as parents were brothers with the Beastmen. Though perplexed, Jabbos renews his vow to serve as a bridge between humans and Beastmen.



← Shikaree Z speaks of the justice he has come to understand. That was the point to which the sisters' mother had once arrived.



→ Beastmen and humans are brothers... Jabbos looks troubled by the Moblin's innocent question.

■ Conversation: At the end of the duel between the Louverances

Louverance (the real one): (after cutting down the fake) That guy seemed to have underestimated me. But I'm not the same person I used to be. I've been training again ever since I was defeated by the Red Dragon. I've been reborn! ..... And all of that is to protect world peace! Having pursued the Shadow Lord and The Dark God, I must now confront the mysterious entity that reigns above them: the Keeper of the Apocalypse! Oops, I seem to have said something I shouldn't have. Leave the Keeper of the Apocalypse to me. Then, I'll see you again somewhere. When I save this world, we'll meet again.

Conversation: My father is a male god, and my mother is...?

Moblin: Goddess Altana is, uh, my mom... and, uh, I was a little surprised.
Jabbos: .....?
Moblin: Javobos, you're Galuka, and you're all alone. So, you were really surprised that I have a dad, huh?
Moblin: But... when you think about it, it's fun. Beastmen and humans are brothers!
Jabbos: .....!!!

Pick up! A magic stone that has returned to the Crystal

During the decisive battle with Promathia, Prishe fired the magic stone of Tavnazia, which had once made her the Keeper of the Apocalypse, at the Male God. As a result, the Darkness that made up the magic stone returned to the Crystal along with the Male God, leaving open the possibility that a new Keeper of the Apocalypse could emerge. Indeed, Bahamut senses that "Darkness" and returns to fulfill his contract once again (→P.176).

Pick up! The Secret Behind the Title

The titles of each story in "Chains of Promathia" form the poem "Iroha Song" when read in order of their initial letters. However, the story ends at the point where the spell is broken, and the final sentence "承ひもせす" remains incomplete. In fact, as you'll discover from this page onward, there are Quests named after the final verse that complement the story of "Chains of Promathia."

Pick up! Changes as the story progresses

This Quest can be started once you complete Promathia 3-5 "In the Name of God" (→P.159), and the reason Diabolos attacks the Adventurer changes depending on your progress through the Chains of Promathia. For example, at the point mentioned above in "In the Name of God," Diabolos tests the Adventurer's strength to ascertain who possessed the "radiance" that shattered the dream world.

Promathia END-6 "When the Spell is Broken"

Related: Jeuno Q74 "Bearing the Sun Ring" (→P.176)

The tears that dwell in your heart

Esha'ntarl, having welcomed the Adventurer in Jeuno, announces Bahamut's retreat and reflects on how the "end of the world" was averted. The Adventurer then visits Tavnazia and reunites with Ulmia and Prishe, but Prishe runs away.

She was on a hill in the Lufaise Meadows, where the former marquisate could be seen. As she gazes at the marquisate, Prishe confesses that, possessing eternal life, she had longed for the world's end more than anyone else. Then, seeing the Adventurer silently watching over her, she can't help but shed tears. I can't read the Adventurer's mind, and it hurts... As she speaks to herself, Prishe realizes that this pain is the "Emptiness" she had lost as Magicite—human emotions. "I can now live as a human," Prishe said, smiling at the Adventurer.

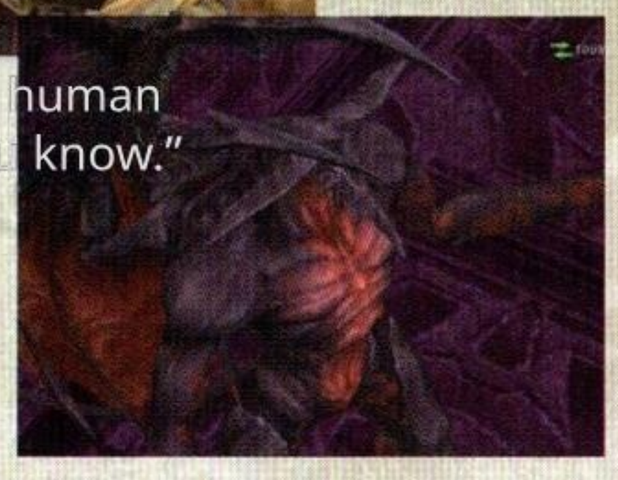
↓ Living a human life without wishing for an end — Prishe, now free from the curse of Magicite, expresses her gratitude to the Adventurer.

Windurst Q84: "With the Dream Demon Whose Smile Is Crooked"

Related Special 08: "The Hazy Land 'Dunamis' (Diabolos)" (→P.438)

The Eternal World of Dreams

The Adventurer, having visited the Windurstian Rhinostery, learns from the researcher Kerutoto that a "Great One" dwelling in the dream world is attempting to summon the Adventurer to Pso'Xja. Diabolos appeared before the Adventurer who had traveled there. Recognizing the Adventurer's power after having averted the "end of the world," Diabolos attacked, seeking to capture the Adventurer in the dream world of Dynamis as his vanguard. Seeing the Goddess's Tear in the heart of the Adventurer who had repelled the attack, Diabolos declares that, while sharing his power with the Adventurer, he will continue to save people through Dynamis. ← Kerutoto, the meditating maiden of The Rhinostery, is upset because the Adventurer and Diabolos are preventing her from meditating.



→ **Diabolos reveals to the Adventurer who has obtained the Goddess's Tear that he was once human.**

■ Conversation: Living with Light and Darkness

Prishe: Why do you shut your heart to me? Does that make you sad? Am I sad? Is that painful? Am I in pain? (shedding tears) Do you hate that? Do you hate me?

(The Adventurer's heart sparkles)

Prishe: I wonder what it is. I wonder what this is... ..... You and I feel the same way. Our hearts are one, and that's why I can't read your mind. No, it's not that I can't read it. It's that I've become the same as you...?

(Prishe's chest shines just like the Adventurer's)

Prishe: The Magicite that was here, on my chest, is gone...? My Magicite... did it melt and vanish...? So, I got it back, huh... The proof that a person is a person, The Emptiness... And just like you, I've become human again. That's why it's become so painful. (Wiping away tears and smiling) ... Damn it. Humans are interesting, aren't they? It's painful, but I'm happy. It's tough, but I'm happy. That's why I can say it. From the bottom of my heart, from the very core of my being. (To the Adventurer) Thank you. I can keep living. Without waiting for the end, I can live with the same feelings as everyone else.

Pick up! The End of 10,000 Years

From "Bearing the Sun Ring" to "What Do You Think About in the World?"In the three consecutive Quests leading up to this point, a new battle among Adventurers unfolds, all starting with the magic stone Prishe relinquished. Eventually, this will lead to the true conclusion of two stories—"Rise of the Zilart" and "Chains of Promathia"—which are tied to the 10,000-year-old ambitions of the ancient Zilart people.

↑ Esha'ntarl had long foreseen a new battle brought about by the magic stones.

Pick up! Those who have succumbed to the "Void"

Those who left their will within the Black Crystal were all individuals who willingly sought "The Emptiness." Raogrimm was ensnared by the "Void" known as "Hatred" and became the Shadow Lord. Eald'narche and Kam'lanaut act at the behest of "Void," the will of the male god who desires Paradise. In his quest for perfection, Nag'molada was also consumed by "Void," which is "perfect death."

Jeuno Q74: "Bearing the Sun Ring"

Related ——

The Return of the Imperator

The Adventurer was informed by Esha'ntarl that Bahamut and the True Dragons were once again gathering at Cape Livene. They immediately head to the cape, where they reunite with Ulmia and Prishe, who have already begun their investigation. After exploring Riverne, the trio met with Bahamut, who revealed that the magic stone of Tavnazia, relinquished by Prishe, was about to bring forth a new Keeper of the Apocalypse. Then, Bahamut, who has died and returned to the Crystal, urges them to fight The Emptiness. Having fended it off, the Adventurers head to Jeuno to plan their next steps.

← Prishe appears a bit shy. It's a complete contrast to her previous imposing demeanor.

→ Bahamut has returned, sensing the stirrings of a new Keeper of the Apocalypse.

"Children of men!

Jeuno Q75 "Shadow of the Dead"

Related: Zilart M08 "Return to Delkfutt's Tower" (→P.137)

Unexpected Allies

Upon hearing about the events at Cape Livene, Esha'ntarl introduced the Adventurer to Aldo and his sister-in-law, Felena, as collaborators. It is said that Ferena, using her resonance ability, discovered a Black Water Crystal that held the will of the Shadow Lord. The Adventurer, having visited various "rocks" that showed similar reactions, then discovered three Black Crystals—each containing the will of Nag'molada, Eald'narche, and Kam'lanaut. Esha'ntarl, anticipating that they and the Emptiness will unite, allowing a powerful being to rise again, calls on the Adventurer to join the final battle.

← During the audience granted by Esha'ntarl, the Adventurer is reunited with Aldo and Felena.

→ It is said that the Adventurer can sense the will of those with whom they share a deep connection through the collected Black Water Crystals.

Dialogue: The Stirrings of a New Darkness

Bahamut: You did well. But it was a shame. You weren't careful enough in the final push.

Ulmia: What do you mean!?

Bahamut: That woman over there. The crystal form of "The Emptiness" that dwells within you. You returned that to Mothercrystal, didn't you?

Prishe: !!

Bahamut: I can sense the will within it. This individual, though not yet born into this world, possesses a will unlike any other. The Darkness enveloping Mothercrystal is already starting to be affected.

■ Conversation: Returning from the Crystal

Esha'ntarl: (examining the three black crystals) I can feel it... Three wills that have returned to Mothercrystal. Nag'molada. Eald'narche, and... even Kam'lanaut... Are those who have succumbed to the Darkness once again trying to hatch into this world? As a human? Or as something else? (To the Adventurer) You must destroy it. Next to rise will be the one chosen by The Emptiness, and the one who chooses The Emptiness. They will become something beyond Zilart, Crew, or even humanity. Please prepare for battle. Together, let's begin the final battle.

Pick up! The Lion was alive

Zilart M16 ■ In "The Celestial Nexus," the Lion threw himself into the Crystal to save the world from Melt Blow (→P.139). However, just as Ferena had said, the Lion was still alive within the Crystal. And he was guarding the magic stone that Prishe had relinquished, preventing Eald'narche and his followers from absorbing the Keeper of the Apocalypse's Darkness.

↑ The Lion, cradling the magic stone, continued to protect the world within the Crystal.

Pick up! In the dream of "emptiness"

Gilgamesh tells the Adventurer who has come to visit him about the Lion's words: "Defeat the monster that appears in your nightmares." The nightmares she speaks of are caused by the influence of "The Emptiness" contained within the magic stone of Sebunadia. Prishe was once troubled by this dream as well, but when the magic stone was given to the Lion, the nightmare was also passed on. Furthermore, the nightmares caused by the magic stone are disrupting the Dream World's Dynamis, and Diabolos decides to ask the Adventurer for help to resolve the situation (→P.438).

Jeuno Q76 "What do you think about when you're in the world?"

Related Zilart M16 "The Celestial Nexus" (→P.139)

Her feelings once again

Esha'ntarl plans to summon the new "Keeper of the Apocalypse" as a god using "Memoro de la Stono" and then defeat them. Following the method Prishe intended to use, he devises a strategy to completely eradicate the magic stone's "The Emptiness" and enlists the help of an Adventurer. Under the fifth Crystal of Al'Taieu, the comrades who defeated the "End of the World" and those who fought the Zilart prince brothers gather.

Summoned by Ulmia's song "Memoro de la Stono," the Shadow Lords Nag'molada, Kam'lanaut, and Eald'narche appear. And the last to appear was the Lion, who was supposed to have sacrificed himself to save the world... At that moment, the magic stone she was protecting shattered, granting Eald'narche and the others the "Void." The Adventurer and their allies banded together for the final battle, defeating four powerful enemies who had gained the power of the male god.

↓ The four minds that desired "The Emptiness." A decisive battle began to stop them from accepting the power of the male god and becoming gods themselves.

Conversation Final battle

Nag'molada: That woman gave up the stone!!!
Kam'lanaut: It was shattered by your Song!!!
Eald'narche: I am a god!!! Zaid: Stop!!!
(Heading towards the Shadow Lord with Aldo)
Esha'ntarl: Leave Nag'molada to me!! (Rushing toward Nag'molada with Prishe)
Kam'lanaut: (Standing before the Adventurer alongside Eald'narche) You will die!!!
Eald'narche: I, Azavar, taste death!!!

Prometheus END-7 All endings are sealed."

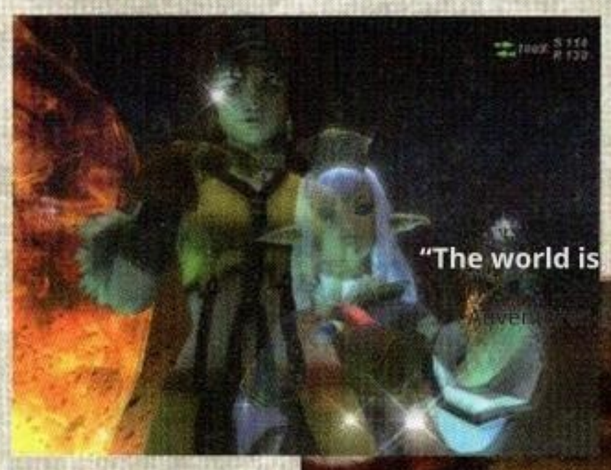
Related Special 10 "Dynamis: Tavnazia Edition" (→P.438)

Vana'diel awaits the Adventurer

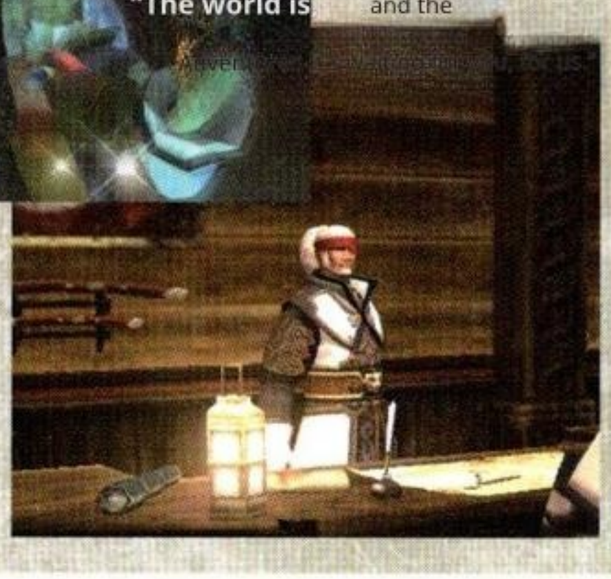
The incapacitated Eald'narche were crushed by the power of the Dawn's Eye, turning into Magicite along with the Magicite they had absorbed, The Emptiness. Lion was also rescued by Selh'teus and is said to be safe. "Keep your promise to her..." Prishe said, and the Adventurer saw the Lion's face.

Later, after hearing about the Lion's condition from Aldo, the Adventurer went to Norg to visit her. Gilgamesh expresses gratitude on behalf of the bedridden Lion.

Then, the Adventurer sets off on another journey. For Vana'diel awaits the Adventurer's visit—



← Let's explore the world together — Prishe recalls the promise made between the Lion and the



→ Gilgamesh, delighted that his daughter is safe, reflects on his feelings as a parent toward the Lion.

Conversation with the "Adventurer"

Aldo: ...I can't beat you. An Adventurer isn't just someone who goes to new lands, fights new Monsters, and brings back new treasures. They accomplish what we gave up on. ..... That's what a true Adventurer is. You fought the Ancients and The Emptiness. For you, who are among the strongest Adventurers, this may already be a thing of the past. But we won't forget. Besides us, those who had given up on their wishes won't forget either. So, you should go. First, go see Norg's Lion. And then... to that certain someone who's waiting for you, right?

Scenario Staff Q&A

Scenario Staff Q&A

~Chains of Promathia Edition~

Q: How was the production of "Chains of Promathia" divided among you?

Kawamoto: I was the general director, with Sato handling the scenario, Saito taking care of the boss battles, and Kikoshi (Yusuke Kikoshi, who worked on scenarios for San d'Oria and other titles) also contributing to the direction. Essentially, the four of us handled almost everything related to the event.

Q: Why is "Chains of Promathia" structured as a "story" rather than a "Mission"?

Kawamoto: When you hear "Mission," it feels like something is being handed to you. However, we wanted to emphasize that it's a story the player unravels on their own, so we made it a "Story."

Sato: In previous Missions, including "Chains of Promathia," the main character was also a player character (PC). However, since the NPCs had more lines, they inevitably left a stronger impression than the PC. To address that, we wanted the main character to actually solve the case, so we crafted a scenario where the PC is more involved than in other Missions.

Q: There are many plot twists, but what did you focus on when crafting the story?

Sato: First of all, I wanted to create a story that would rival offline games. Our company's RPGs, when priced around the level of "FFXI," offer a main story that alone spans 60 to 70 hours. To approach that level, we kept adding more and more events. Since plot twists are a staple of "FF," I felt it was essential to include them. In terms of content, Rise of the Zilart focused on people, so this time, we decided to center the story around the mysteries of the world. The core setting was there from the start, but we checked with Saito and others many times to ensure the development was on the right track.

Kawamoto: We also tried to reflect what the players were thinking, so that was challenging. The so-called plot twists are the result of incorporating various elements, with the aim of positively subverting the story expectations that players had at different points in the game.

Q: Did you know from the start what you would ultimately be fighting?

Kawamoto: We had already decided on the storyline where Promathia would resurrect and the players would battle against it. However, initially, we planned to keep details like the identity of the Keeper of the Apocalypse undisclosed until the very end. However, later, when development began on "Aht Urhgan's Blade: Hi..."

Director

Nobuaki Komoto

Nobuaki Komoto

Director of "Chains of Promathia." He writes the scripts for Bastuuk Mission and more.

Major works: "FF IX", "Xenogears", "Chocobo's Mysterious Dungeon 2"

Since it was decided that "Treasures of Ahn" would have a completely different storyline, I thought it wasn't necessary to extend "Chains of Promathia" any further. So, I concluded the story with a related Quest after the ending.

Jeuno Saito Q76: "What do you think about while you're in the world?"So, by making Prishe and Lion appear to overlap, it hints that both of them could potentially become the Keeper of the Apocalypse.

Q: There are many Quests that complement the main story, and there are also a lot of branches. Could you share some behind-the-scenes stories about that?

Sato: From the very beginning of "FFXI" development, Mr. Ishii (Koichi Ishii, the initial director of "FFXI") advised us to create Quests that complement the main story. When we tried it with the Windurstian Quest, we genuinely felt it was a good approach, so we actively incorporated it into "Chains of Promathia" as well. It's like the Quests provide additional context for aspects that the main story alone can't show.

Saito: Sato generally gave the instructions for branching, but I also noticed and suggested a few things. In Windurst Q84 "With the Dream Eater that Twists a Smile," there are some repetitive lines around the battle with Diabolos, and the reasons why Diabolos fights Adventurers keep changing.

Q: If you connect the first letters of each story's title, it forms the Iroha Song. Why did you come up with that idea?

Sato: I was the one who put that in. I was going to end it early if no one noticed, but since players did pick up on it, I wrapped it up with the Iroha Song, including titles that could only be seen in cutscene flashbacks. I considered using Mithra's name for the "n," but in the end, I chose to represent it with the final letter of "All endings are not sealed."

Q: Could you tell us what you focused on when creating Prishe, the character who drives the story?

Sato: First of all, I wanted to avoid any overlap with characters like Lion or Ibnoil from Rise of the Zilart. Furthermore, since there are both male and female players, I wanted to create a character who leads as a hero rather than one who emphasizes cuteness. She's a heroine, but not in the traditional sense, and yet she leaves a strong impression. That's why I made her use rough language. However, it seems the translators for the international versions struggled because the language was too crude.

Q: Why is Prishe so hungry and constantly talking about food in the special battlefield "Heroes' Combat"?

Sato: I think I did that to make Saito laugh. I was hoping for a conversation like, "I came up with a line for the skill, could you check it, please?" and "Hey, she seems to be talking about food all the time" (laughs).

Saito: "Heroes Combat" also has a carnival aspect, so it's like Prishe was thinking, "Maybe I can find something tasty to eat there."

Kawamoto: The person in charge of each character's scenario comes up with the lines for when they use their skills after receiving the order from the battle team. For example, I wrote Volker's lines, but other staff members said, "Aren't they a bit bland?"so I replied, "It's fine to be simple!"I replied (laughs).

Q What was the intention behind featuring Bahamut, a familiar character from "FF," as an enemy?

Kawamoto: The first decision was, "Let's just have Bahamut appear." Then we asked Sato to figure out how to make that happen. We often get requests to have him appear as an Avatar, as he has traditionally, but that makes him smaller, and his abilities feel somewhat lacking compared to what we show in events. Additionally, issues with data loading and game balance contributed to the current form.

Sato: I think Bahamut, across all the "FF" games, is the most memorable Avatar, delivering the most spectacular cinematics. In keeping with that image, we positioned him as a key character in this game, a "threat to humanity."

Q Bahamut, Carbuncle, and the others are called "The Five Terrestrial Avatars." Could you tell us about their backstory?

Saito: The "Ancient Gods" – the "Terrestrial Avatars" – existed when the world was known as "Paradise." After the creation of the current Vana'diel, animals like Bahamut and the others were elevated to the status of gods, becoming the "Terrestrial Avatars." They revert to being animals when Vana'diel returns to Paradise. Divine Beasts all share a desire to return to Paradise, but Terrestrial Avatars, much like humans, tend to think more about themselves. Thus, they each have different perspectives. Diabolos thinks, "If everyone is happy in the world I created, that's fine." Meanwhile, Bahamut thinks, "If I just get rid of all humans, there's no need for Paradise."

Q Why is it that, among the worlds created by Diabolos, only the background music for Dunamis Tabunazia—taken from the Star Festival and the Yamasuzu Festival—is oddly cheerful?

Saito: "It's boring if there are only dark songs. Do you have anything else?"That's what the person in charge of battles said, so I came up with the suggestion. I think we managed to create something that feels somewhat dreamlike, or rather, nightmarish, with the intention of evoking a sense of the unexpected, as if you never know what might happen in a dream world.

Q: How did you approach the characters of the Čebki brothers?

Sato: I've always liked dark characters, but the Chebky brothers are wrapped in Tarutaru's unique cuteness, so I let myself go as much as I wanted. The scene where the three of them launch "Meteo" was inspired by the opening movie, where multiple Tarutaru mages work together to cast Magic. "When will the Tarutaru finally be able to gather and cast their Magic?"That's what I was thinking as a player.

Saito: So, we decided to position it as an ultimate Magic, use "Meteo" in the animation, and have it land on Promathia. The flow in Promathia 8-4 "Dawn" feels like, "Please give me a break now" (lol).

Q In Promathia 3-3B-3, "The Grand Departure," there's a story about Karaha-Baruha having a meeting in Tavnazia long ago that changed the course of human history. What does this mean?

Sato: He might have met Prishe, or perhaps he encountered Esha'ntarl, who was then going by the name Mildrion, and that encounter sparked a childhood idea for summoning.

Q Why were the names of the Shikaree sisters based on the well-known Megus sisters from "FF"?

Saito: From the start, I wanted to feature the Megus sisters, and I thought three Shikaree would be just right. In the game, there are only a few hints that they are the Mega Three Sisters, such as when Shikaree Z calls herself Mag or when the title of a spin-off episode featuring the three sisters includes the word "Mega." However, there is no explicit confirmation that they are the Mega Three Sisters.

Kawamoto: From the very beginning, there was talk of including elements that are characteristic of "FF," since it's "FF." Not only Cid and Bahamut, but also Cornelia in Bastok are named after the Cornelia Kingdom in "FFI" and the princess featured in the play in "FFX." You can find quite a few details like these tucked away in the game.

Q The ending features the striking vocal track "Distant Worlds." Could you share some behind-the-scenes stories about its inclusion and the overall creation of the ending?

Kawamoto: Tanaka (Hirodo Tanaka, the producer) said, "It looks like we can get Mr. Uematsu (Nobuo Uematsu, who composes for the 'FF' series) to compose it, so let's do a vocal song." That's how we first decided to include a song for the ending. However, since we've heard the base track "Memoro de la Stono" repeatedly at events and such, we were both excited about what kind of Song we'd get and worried that it might lack novelty if left as it was. In fact, the first version of the song started with the familiar chorus, so we thought, "This will sound like a cover to us, since we're so familiar with the song." With our hearts pounding, we took a chance and submitted a retake. Later, when Mr. Uematsu said, "I'm glad you told me that," I was relieved.

For Saito and Sato, writing lyrics was a new experience, and even after the song was finished, it was challenging to match it to the game. It was challenging to time the lyrics and music to match the visuals, and since we were working across multiple platforms, it wasn't easy to get it just right. In the final scene, the Phoenix feather falls, and with that, Selh'teus, the owner of the feather, joins in, making it an all-star cast.

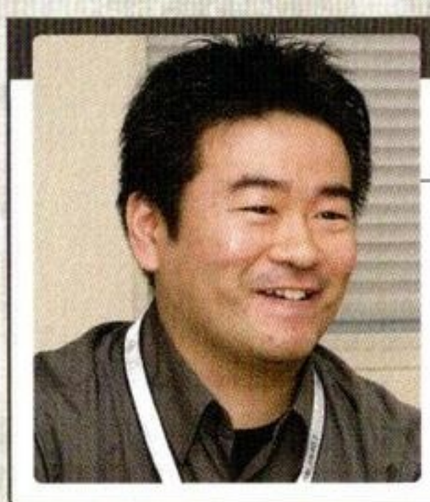
Kawamoto: That feather was used in the boss battle, and the only new element specifically for the ending was the song. However, that might have actually been a good thing. With scenes of Tavnazia passing by and glimpses of the NPCs who've been on adventures together, it's something players are deeply familiar with. I think that's why they were able to connect with it and see it in relation to their own experiences. In an MMO, it's not often you get a chance to look back on the path you've traveled while playing. So, I hope this ending allows players to cherish their experiences as fond memories.

Planner

Yaeko Sato

Yaeko Sato

Responsible for the characters, story, and all related Quests in "Chains of Promathia." She also works on Wind of Thales. Notable works: "FFVI," "DuoPrism," and "Bayonetta: The Story of Bayonetta"



Planner

Yoshitsugu Saito

Yoshitsugu Saito

Responsible for directing boss battles and events. He served as an advisor to Mr. Sato in organizing the scenario. Notable works: "FFX," "Xenogears," and "Chrono Cross"

FINAL FANTASY XI ONLINE: Final Fantasy XI – Autumn

Treasure of Aht Urhgan

MISSION STORY GUIDE: Treasures of Aht Urhgan Mission

Treasures of Aht Urhgan

Prologue

Mhaura, once a quiet port town, is now shaken by an untimely commotion.

It all began far to the east of Windurst,

who came from the Empire of Aht Urhgan

A strange group called the "Mercenary Caravan."

While they touted themselves as a company licensed by the Empress,

Starting with Windurst,

even as far as Bastok and San d'Oria

They are expanding their reach to gather mercenaries,

From Mhaura to the Imperial capital, Al Zahbi

They are plotting to send them by ferry.

While the majority of the conservative populace frowns upon his forceful approach, many Mithra mercenaries, eager for excitement, support him. Consequently, the Governorate of Mhaura, finding it increasingly difficult to resist, appears inclined to grant permission for the ships to enter port.

What, then, is the Empress's true purpose in recruiting these Mercenaries? And just what is about to unfold in Aht Urhgan?

Now, the stage for a new and grand adventure is about to reveal itself...

Impressive Scenes

At Salaheem's Sentinels

Aht Urhgan M02 "The Immortal Guard"

Naja Salaheem: (looking at the Adventurer who entered the shop) Are you planning to just stand there and disrupt our business? We're so busy here that we could really use all the help we can get. Or is there something else? Do you have business with us? Hmm...? You don't look like you're from around here. And that demeanor... you're from another country, aren't you?

(Adventurer nods)

Naja Salaheem: Hmm. ♪ So, that's how it is. I've been waiting. An Adventurer from another country like you. You came to become a mercenary, didn't you?

(Adventurer who says they want to become one)

Naja Salaheem: You're quick on the uptake, which is helpful. You really made the long journey for a good reason. Because, you see, most of our work... is subcontracting for official duties. In other words, Al Zahbi is the one and only imperial court-approved, top-tier mercenary dispatch company. However, you see, just doing the tasks you're assigned doesn't guarantee lucrative work. Do you understand? So, first of all, could you show me your motivation?

(Naja hands the delivery for The Immortals to the Adventurer)

Naja Salaheem: ... Have you heard of The Immortals? They're a powerful organization in this country. Among the people of Aht Urhgan, they're known as the Blue Mages—an elite guard unit of the Empress, feared so much that even crying children fall silent. Normally, ordinary folks like us wouldn't be able to casually meet with the Empress, would they? But they're different. After all, they're the ones allowed to stay close to the Empress and protect her. So, what do you think? Did you get what I was trying to say? That's right. You can't get by smoothly in this country without keeping an eye on The Immortals.

In the Grand Duchy of Jeuno

Aht Urhgan M06 "East Wind"

(Pieuje explains why he convened the leaders of each country at the special four-nation talks)

Wolfgang: When you say Aht Urhgan, you mean the one causing a stir with its "Mercenary Caravan"...

Pieuje: That's right. It's the Empire of Aht Urhgan, a major power in the Near East. That country is currently facing a fierce onslaught from three Beastmen factions, and even the imperial capital, Al Zahbi, is said to be on the verge of falling. Wolfgang: How surprising .....

Volker: ... The Silent Empire. That's what that country was once called. Young Lord Pieuje may not know, but surely everyone hasn't forgotten?

Shantotto: · ....

Pieuje: ... I certainly do. During the Crystal War, despite having a vast military force that surpassed the combined might of the four Altana nations, they wavered in their words and ultimately sent not a single reinforcement soldier.

Volker: Did you know that? I apologize for that. But in that case, I hope you understand. No matter how dire the situation in that country is, it's none of our business!

Shantotto: It's quite unsettling, isn't it? It's surprising to see you, usually so composed, get so heated and say something so harsh.

Volker: Don't make fun of me. Sir Shantotto. You too, Sir, survived that hellish battlefield, didn't you? If only Aht Urhgan had backed us then...

Shantotto: I think that would have been even more serious, though?

Volker: What!?

Shantotto: Aht Urhgan is a nation as ferocious as a wolf, having already annexed numerous countries... and recently, it has even extended its reach into the eastern lands. Calling in his country's army is akin to hiring a Dragon as a bodyguard to deal with a Demon.

At the Imperial Palace of Al Zahbi

Aht Urhgan M14 "The Twin Serpents' Scheme"

Amina: (kneeling before Razfahd, who has returned to the palace) Lord Razfahd, I have been awaiting you. There is a message from Lord Ghasad... It seems he has attached a "bell" to the mercenary.

Razfahd: That Adventurer who can travel to Shikoku...

Rishfee: That is correct.

Razfahd: ...I have good news. The Astral Candescence is progressing smoothly. The pieces you requested will also soon be ..... Nashmeira II: ... That is excellent. ..... My wish will be fulfilled through your efforts .....

Razfahd: I am grateful for your words .....

Nashmeira II: ... However, Prime Minister. ..... I am ..... I am tired of waiting .....

Razfahd: With all due respect, I ask for your patience for a little while longer... This matter should not be noticed by other countries, nor by our own people, from the outset, therefore .....

Nashmeira II: ..... I understand. Razfahd: I will ensure that the "Treasure" is in Your Majesty's hands... Nashmeira II: ..... It is my wish, and therefore the wish of the Empire .... Don't you forget .....

Razfahd: (approaching Raubahn) ... The Day of Judgment is near. If anyone dares to interfere with our plan...

Raubahn: I understand.

Razfahd: You people of the Underworld. I won't let you do as you please .....

???: ..... it will be. Those from the underworld, with their moskite, moskite, and supernatural powers? ???:..... That's right. You mentioned the dead...

???: That's great. You can't wash away the dullness of life with Nukedarsel.

???: ...Yeah.

???: Ahmawyo, is that also a "mouth shoe"? Can you do it one more time?

Aphmau: ...Yeah, yeah.

Razfahd: Anyway, making people think that The Astral Candescence is the goal in itself is, above all else...

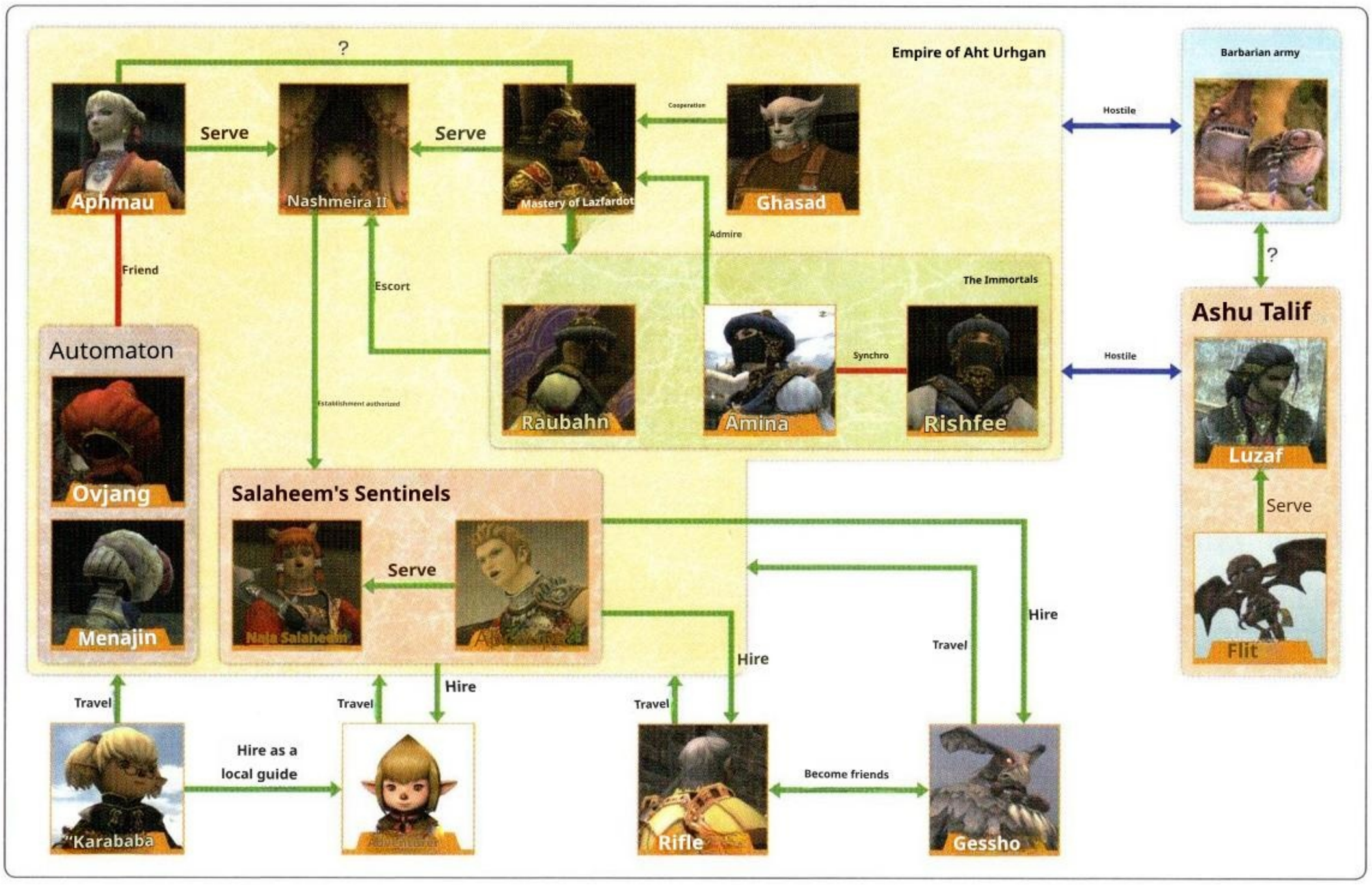
???: No matter how long it takes, isn't it better to keep trying than to give up?

Aphmau: ....

Nashmeira II: ... Prime Minister. ..... I would like to inquire about those who have returned from the Underworld ..... Razfahd: .....? With all due respect, Your Majesty, those are merely rumors among the people. Please do not take it to heart ..... Nashmeira II: ... That's fine. Go ahead and tell me...: Yes. Thank you very much. I understand.

Characters

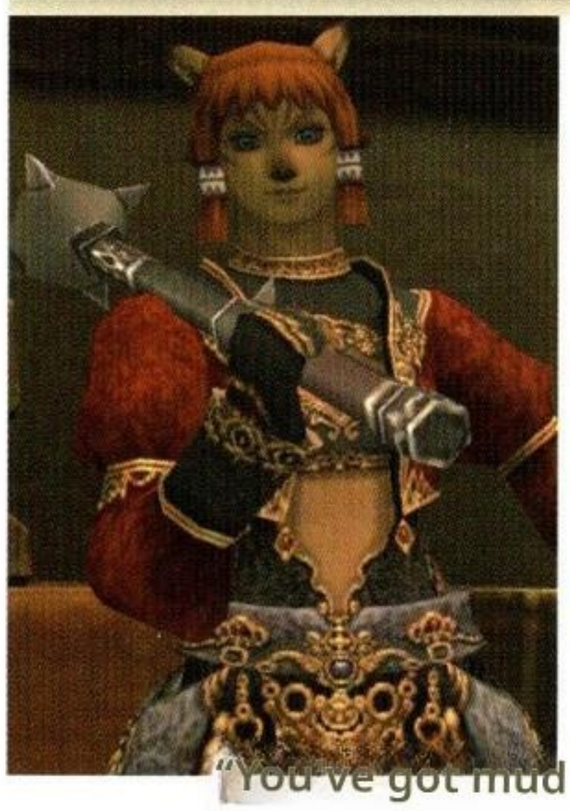
Treasures of Aht Urhgan Mission



The young, energetic, and personable CEO of Nekko

Naja Salaheem

Naja Salaheem



Main appearance scenes

※Aht Urhgan M02

"The Immortal Guard"

※Aht Urhgan M18

"Foam Crown"

Aht Urhgan M42

"Into the bosom of Gigas"

Aht Urhgan Q27

"Promotion Exam: First-Class Mercenary"

Main location:

Salaheem's Sentinels

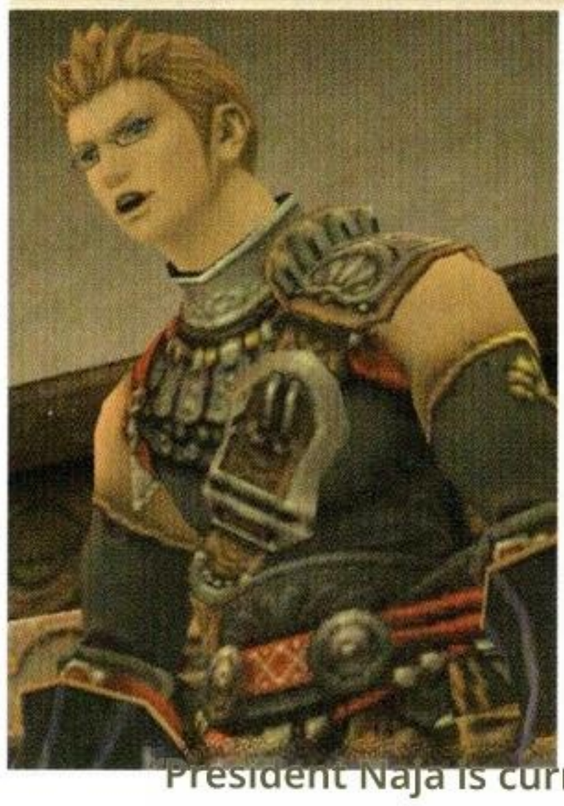
"You've got mud on your face. You've got some guts, don't you?"

Mithra, the president who runs the mercenary dispatch company Salaheem's Sentinels. With his beloved morningstar in hand, he is a one-man operation who makes decisions independently and treats his mercenary employees like "pawns." He's stingy with money and has a short temper, often losing his cool and yelling at his employees. However, he also has a shrewd side, making sound judgments when the moment calls for it. The only thing he struggles with is dealing with entities that exist outside of reality, such as ghosts.

The timid HR manager who adores Naja

Abquhbah

Abquhbah



Main appearance scenes

※Aht Urhgan M11

"Twin Serpents' Scheme"

Rear Torgon M17

"Guest Privilege"

Aht Urhgan M38

"Signs of War"

Aht Urhgan 027

"Promotion Exam: First-Class Mercenary"

Main location:

Salaheem's Sentinels

"President Naja is currently in a very in a really bad mood. Hee-hee!"

She handles personnel at Salaheem's Sentinels and serves as President Naja's secretary and sidekick. She's a brilliant employee who knows every employee's face and name by heart, as well as all the company's key policies. However, she's also quite timid and often looks helpless when Najah pushes her around. Still, because he adores Naja, he puts his all into his daily work. Taking care of the President's beloved Togetoge is a daily morning routine, and "Fuhii" is in a bad mood.

Yagudo mercenaries who are well-versed in the situation in the East

Gessho

Gessho

Main appearance scenes

Aht Urhgan M04

"Golden Knight"

Aht Urhgan M07

"West Wind"

Aht Urhgan M15

"The Black Coffin"

Aht Urhgan M36

"The Tengu's Eye"

Main location: Aht Urhgan Whitegate

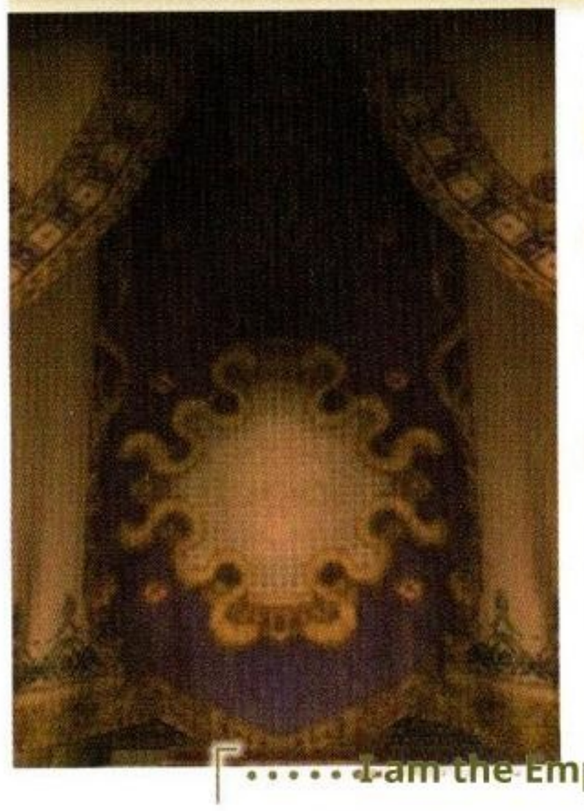
"There is no longer any right or wrong. Gekkō is here!!"

A Yagudo mercenary who, as a heretic, was pursued by the Yagudo Theomilitary and ended up joining Salaheem's Sentinels. Despite being a Beastman, he is a warrior with strong etiquette and is well-versed in the affairs of the Eastern nations currently at war with the Empire. He seems to be acting with a purpose, for example, by befriending fellow mercenary Raifar and gathering information about the Empire. There are also instances where he collaborates with fellow Mercenary Adventurers to advance their missions.

A monarch whose true form remains shrouded in mystery

Nashmeira II

Nashmeira



Main appearance scenes

Aht Urhgan M11

"Conspiracy of the Twin Serpents"

Aht Urhgan M18

"Crown of Foam"

Seattle Gun Q22

"Skyrider Sword"

Aht Urhgan M[illegible]

Bound Shield"

Main location: Al Zahbi Imperial Palace

"..... I am the Empress .... The Empress is the nation ..... "

The 16th Empress of the Majab Dynasty of the Empire of Aht Urhgan, who rules over the vast territories of the Aradjiah Continent. She ascended to the throne four years ago following the deaths of the former Emperor Jalzahn and his consort due to a pandemic, and has since ruled the Empire. She has always governed from behind the scenes, so little is known about her except that she is a woman. While she instructs her Vizier, Razfahd, to investigate The Astral Candescence, she also shows interest in the ghost ship that is the talk of the capital, but...

The Empress's cunning plan

Razfahd

Razfahd

Main appearance scenes

Aht Urhgan M11

"Conspiracy of the Twin

Aht Urhgan M32

"Omagatoki"

Aht Urhgan M44

"The Girl's Resolve"

Aht Urhgan 022

"Skyrider Sword"

Main location: Al Zahbi Imperial Palace

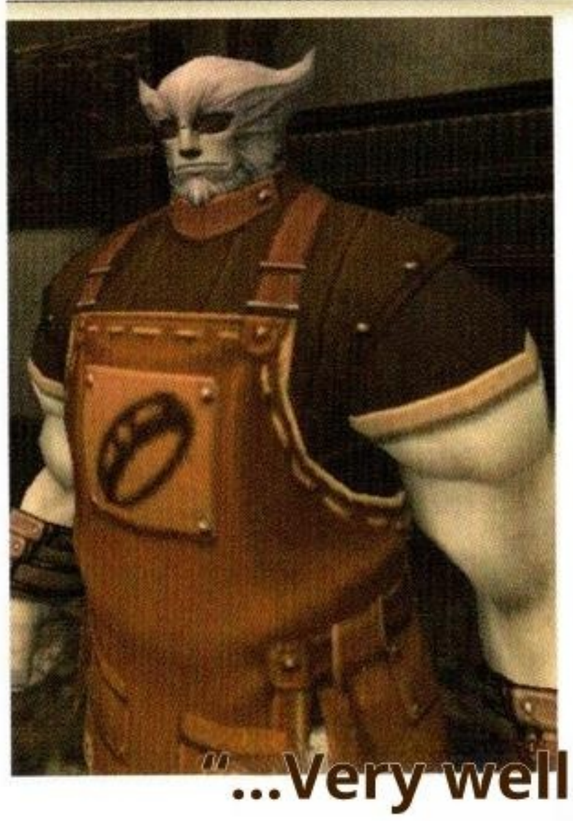
"The day of judgment is near. Anyone who stands in the way of our plans..."

A young Vizier who wields real power in national affairs as the Empress's right-hand man. Concerned about the empire's increasing exhaustion from its conflicts with eastern nations and barbarian tribes, he is channeling his exceptional military acumen into the war effort. He is not averse to getting his hands dirty to achieve his goals, and at times, he leads The Immortals, an organization directly under the Empress, and personally takes to the battlefield. It seems that the court puppeteer Aphmau's unrestrained behavior is causing daily headaches.

A key figure in the development of the Automaton

Ghasad

Ghatsad



Main appearance scenes

Aht Urhgan M10

"Starlight Whistle"

Aht Urhgan M33

"Palace on the Sand"

Aht Urhgan M38

"Omen of War"

※Aht Urhgan Q56

"Automaton"

Main locations: Aht Urhgan Whitegate, Automaton Workshop

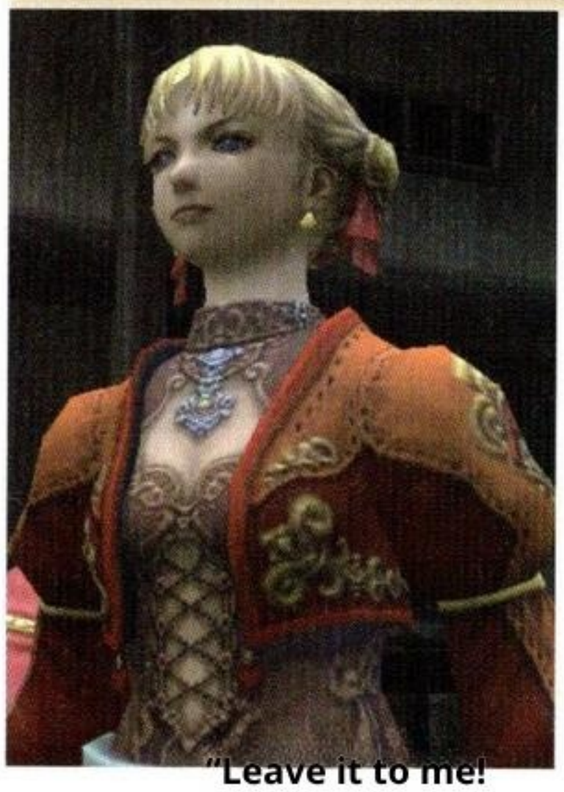
"...Very well. You should also listen to the story."

A genius dollmaker renowned for developing the semi-autonomous Automaton. With government funding, he completed the first Automaton, "Menejin," and has continued his research on Automata within the Imperial Palace since gaining the favor of the late Emperor Jalzahn. Recently, he has also served as an advisory alchemist for the Imperial Cultural Property Investigation Agency, an organization directly under the Empress's control, and has been investigating ruins from the Alzadaal dynasty era.

A carefree puppeteer who brings two lifelike dolls to life

Aphmau

Aphmau



Main appearance scenes

Aht Urhgan M11

"Conspiracy of the Twin Serpents"

Lua Atorgun M20

"Trouble at the Tea House"

Aht Urhgan Q26 "Water-

Hour of the Ogre"

Main location: Al Zahbi

Imperial Palace

"Leave it to me!

I have a great idea."

An innocent and pure-hearted Puppetmaster who serves Empress Nashmeira II. Known as "The Unhanded Puppetmaster," she always has two automatons, Ovjang and Meneguin, by her side as "friends." Judging by the respect The Immortals show him as a superior, he clearly holds a high position within the Imperial Palace. However, he is no match for Razfahd. He usually wears white attire, but when operating undercover, he dons a red cloak.

A playful, energetic doll

Ovjang

Ovjang

Main appearance scenes

Aht Urhgan M11

"The Twin Serpents' Scheme"

at the Tea House"

Aht Urhgan Q26

"Water-Blending Shield"

Main location: Al Zahbi

Imperial Palace

This is starting to get interesting,

It's starting to get interesting."

An Automaton magician wearing a red hat. It's known for its boisterous demeanor and chattiness, and it often gets excited when it's with Aphmau. It has a feature that projects images from Meneguin's eyes onto its face.

A dignified and intelligent doll

Menejin

Mnejing

Main appearance scenes

Aht Urhgan M18

"Crown of Foam"

Aht Urhgan M19

"Encountered Person's Heart"

Aht Urhgan M29

"Girl's Puppet"

Main location: Al Zahbi

Imperial Palace

Foreigners,

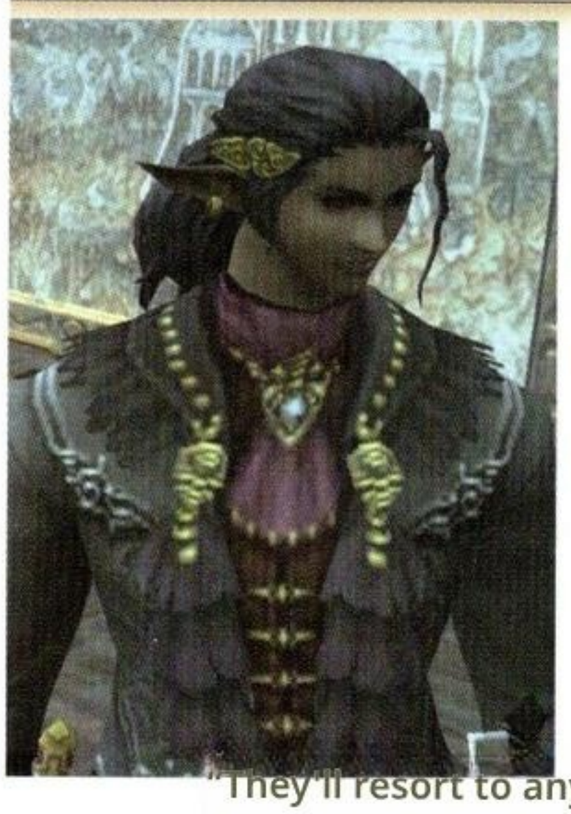
You better watch your mouth."

An Automaton clad in armor, skilled in close combat. Despite being a doll, it possesses the dignity of a noble and always calmly supports Aphmau. Ovjang, with a personality that is the complete opposite of his own, is a great source of comedic relief.

The man who commands the Spirit Ship, rumored in the streets

Luzaf

Luzaf



Main appearance scenes

Aht Urhgan M15

"The Black Coffin"

Seattle Gun M22 "The

Envoy's Shield"

Aht Urhgan M35

"Legacy of a Fallen Nation"

Aht Urhgan M45

"Ragnarok"

Main location:

Ashu Talif

They'll resort to any dirty trick

—typical of the Empire's blunders..."

The admiral of the ghost ship Ashu Talif, which appears in waters near the Arrapago Islands and elsewhere. Despite harboring a peculiar, eerie aura, he exudes a certain air of nobility and commands a crew of eerie, otherworldly figures. There are whispers that he might be a hero from a fallen nation, but the truth remains unknown. He seeks to eliminate the Adventurer who boarded Ashu Talif on the Empress's orders to uncover the truth about the ghost ship, labeling him a "rat of the Empire."

The mischievous imp who sticks close to the admiral

Flit

Flit

Main appearance scenes

Aht Urhgan M22

"The Envoy's Shield"

Aht Urhgan M30

"Pirate's Edge"

Aht Urhgan M37

"Asura's Path"

Main location:

Ashu Talif

Absolute obedience to the admiral!

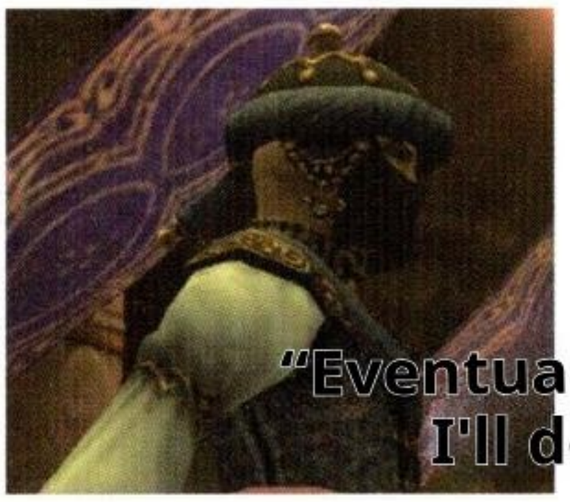
That's right."

A cunning imp who serves Luzaf as a familiar. It excels in Magic such as teleportation and acts as a faithful assistant to its master. Although it appears to have pledged absolute obedience to Luzaf, it sometimes acts on its own, disregarding the master-servant relationship.

The Prime Minister's Cruel Pocket Knife

Raubahn

Raubahn



Main appearance scenes

Aht Urhgan M11: "The Twin

Aht Urhgan M44

"The Girl's Resolve"

Aht Urhgan Q46

"Desire"

Main location: Al Zahbi

Imperial Palace

A Blue Mage who serves as the captain of The Immortals, an elite unit directly under the Empress. As Vizier Razfahd's right-hand man, he undertakes various missions, including monitoring and eliminating hostile forces. He has a ruthless disposition and is not afraid to make harsh decisions for the Vizier's sake.

A loyal warrior who holds the prime minister in high esteem

Amina

Amnaf

Main appearance scenes

Aht Urhgan M16

"Whisper of the Stars"

Aht Urhgan M42 "Into the Bosom of Gigas"

"Aht Urhgan Q26"

"Water-Blending Shield"

Main location: Al Zahbi

Imperial Palace

A female member of The Immortals. Under Razfahd's direction, she handles a wide range of duties, including gathering and relaying information, as well as escorting and welcoming dignitaries. She was taken in by The Immortals as a child and is a peer of Rishfee.

A Blue Mage with a warm and generous heart

Rishfee

Rishfee

Main appearance scene:

Aht Urhgan M10

"Starlight Whistle"

Aht Urhgan M30

"Pirate's Edge"

Aht Urhgan Q22 "Heavenly Rushing Blade"

Main location: Al Zahbi

Imperial Palace

A kind-hearted young man with a warm and compassionate nature, which is rare among the members of The Immortals. He understands Aphmau well and diligently provides protection while respecting her wishes. Despite his youth, he demonstrates excellent judgment, and there are even moments when he accurately sees through falsehoods.

A scholar unfamiliar with the ways of the world

Nadiyu

Nadeey

Main appearance scenes

Aht Urhgan M04

"Golden Knight"

Aht Urhgan M29

"Girl's Puppet"

Seatrogun Q26 "Water-

Main locations: Aht Urhgan Whitegate, Warahara Temple

An elderly master who looks after the student monks at the Temple of Warara, which manages the Seal Demon Hall. He answers questions from Adventurers who visit the temple and preaches the teachings of the founder, Warara. He has a close relationship with Aphmau and knows a lot about her past.

The cheerful informant Qiqirn

Kakalun

Cacaroon

Main appearance scenes

Aht Urhgan M04:

Aht Urhgan Q18

"My Master and I"

Aht Urhgan Q39

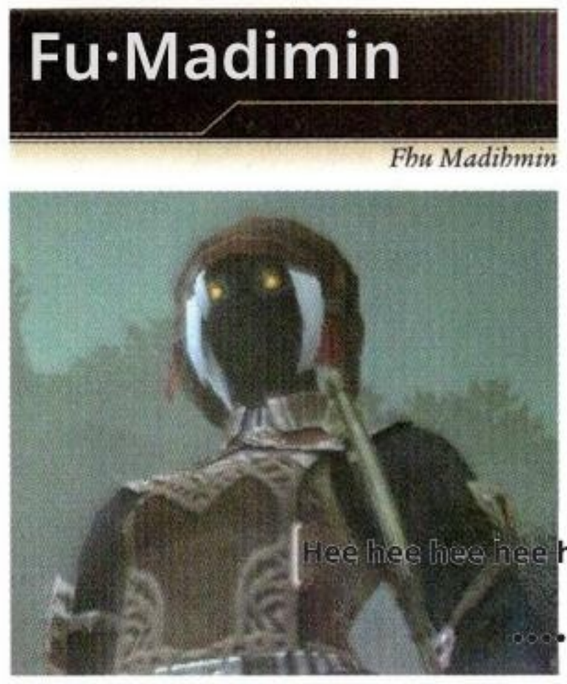
Main location: Aht Urhgan Whitegate

Qiqirn, who runs an information shop in a corner of the city. In exchange for items that make a "clinking sound," such as coins, she provides Adventurers with a variety of information. It seems that they can communicate with other Qiqirn using "Runrun Network."

A boatman who ferries travelers to a place of death

Fu·Madimin

Fhu Madihmin



Main appearance scenes

Aht Urhgan M15

"The Black Coffin"

Aht Urhgan M35

"Legacy of a Fallen Nation"

Main location: Arrapago Reef

The mysterious Mithra, who stands guard at the ferry port in a remote corner of the Dark Reef region. In exchange for transporting Adventurers to the ghost ship Ashu Talif, she demands payment in the form of forbidden Iflamad gold coins. Her eerie laughter is striking, and her true identity remains a complete mystery.

Qiqirn, the thief who plunders the caves

Wawaroon

Wawaroon

Main appearance scenes

Aht Urhgan M21 "Ancient Whirlpool Crest"

Aht Urhgan M28 "Ancient Temple Greenery"

Aht Urhgan Q41

"Sealed Trageantor"

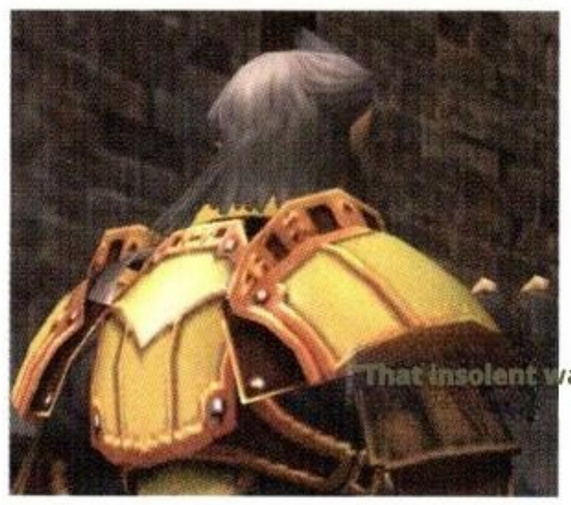
Main location: Aydeewa Subterrane

Qiqirn, who operates as a bandit in Aydeewa Subterrane. Dreaming of one day becoming a grand thief, she plunders ancient ruins within the cave and ambushes travelers. She keeps in touch with her fellow Qiqirn through "Pumpun Nettawork."

The ambitious "Sage" from the western land

Raillefal

Raillefal



Main appearance scenes

Aht Urhgan M03 "The

Aht Urhgan M04

"Golden Knight"

Aht Urhgan M07

"Westwind"

Main location: Aht Urhgan Whitegate

He wears golden armor and claims to be a former knight of the Temple of San d'Oria. His haughty demeanor and strategic, commanding tone bring to mind a prince from a certain country. Though he becomes a mercenary through Naja's scheme, he ignores his orders and delves into the inner workings of the Empire.

A loyal subordinate knight

Travialce

Travialce

Main appearance scenes

Seatteagan M05 "The Prince's Confession"

Aht Urhgan M07

"West Wind"

Aht Urhgan M38

"Signs of War"

Main location: Aht Urhgan Whitegate

An intelligence operative who operates under the direction of Rahal, the Commander of the Royal Knights of San d'Oria. While his primary duty is to protect Prince Laifar, he also observes and reports on the actual state of affairs in the Empire to the Kingdom of San d'Oria's dignitaries. A person with strong etiquette and a skilled individual who has mastered Eastern stealth techniques.

The Envoy of Calamity, who roams the Near East

Karababa

Karababa

Main appearance scenes

: Aht Urhgan M19 "The

Aht Urhgan M20: "Trouble

Aht Urhgan M22:

Main location: Aht Urhgan Whitegate

An ambassador plenipotentiary from the Federation of Windurst visiting the Empire. Ignoring The Immortals who tried to escort him to the Imperial Palace, he acted recklessly, wandering into a teahouse and embarking on an exploration of the ruins. He kind of reminds me of a certain professor, doesn't he?

The reckless individual who greets Karababa

Rodin-Comidin

Rodin-Comidin

Main appearance scenes

Aht Urhgan M39 "The Heart of a Companion"

Aht Urhgan M38

Aht Urhgan M42 "Into the Bosom of Gigas"

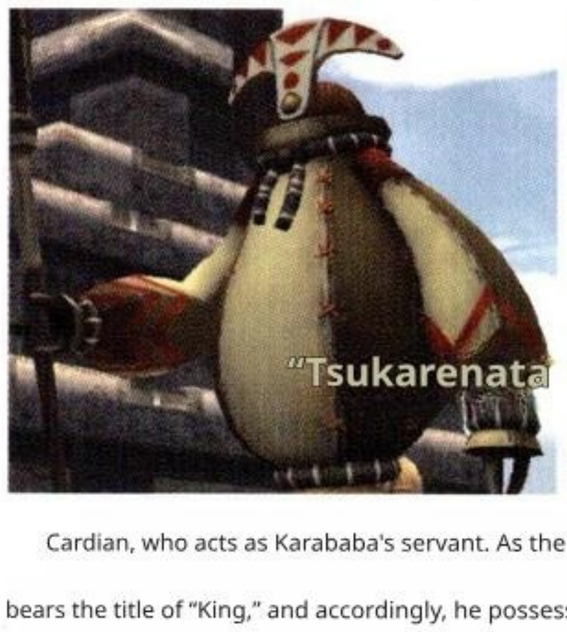
Main location: Aht Urhgan Whitegate

Tarutaru, who was staying in the Empire on Karababa's orders, was researching the capabilities of the Automaton. A person who is noticeably careless in their speech and actions, and who, upon Karababa's arrival at the port of Al Zahbi, repeatedly nearly mistakes her name.

A magitek soldier with exceptional combat capabilities

King of Hearts

King of Hearts



Main appearance scenes

Aht Urhgan M39 "The Heart of a Companion"

Aht Urhgan M21

"Ancient Whirlpool"

Aht Urhgan M41

"Light of Judgment"

Main appearance location: Aht Urhgan Whitegate

Cardian, who acts as Karababa's servant. As the second-in-command after "Ace," he bears the title of "King," and accordingly, he possesses strong combat abilities and speaks with a rather domineering tone. During the voyage to the Imperial Nation, the Star Fruit within his body became damp, causing a decline in his cognitive abilities.

Background information on the story ► ► ► ► ► ► ► Treasures of Aht Urhgan Mission

Salaheem's Sentinels

Related ■ Aht Urhgan M02 "The Immortal Guard" (→P.192) and more

A mercenary dispatch company headquartered in Al Zahbi, the imperial capital of the Empire of Aht Urhgan. It is an imperial court supplier approved by Empress Nashmeira II, and it hires Adventurers from various countries as mercenaries and dispatches them on official duties. Led by President Naja Salaheem, known for running the company single-handedly, and Human Resources Director Abquhbah, the company has a large number of members. The company's emblem features a badge shaped like a bobcat's face, and people in the imperial capital often refer to them as "Bobcat" rather than by their official company name.

← Naja Salaheem, the president and founder of Salaheem Company. For mercenaries, he is a figure they fear.

→ Abquhbah, who is always present at the company as Naja's right-hand person, is a talented individual but timid, and finds it difficult to stand up to Naja.

The Immortals

Related content: Aht Urhgan M02 "The Immortal Guard" (→p. 192) and more

The Empress's personal guard, composed of elite Blue Mages. Broadly divided into the Imperial Palace Guard and the Imperial City Security Force, their primary duties include protecting the Empress and suppressing rebels. Perhaps due to their use of magical powers, their relationship with the regular army is far from cordial, and they are also feared by the people of the Imperial City.

← Under Captain Raubahn, the unit includes Amina, Rishfee, and others. Vizier Razfahd is the one who gives them direct orders.

→ The Immortals are deployed to surveillance posts across the land as Assault overseers, tasked with leading swift, elite strike operations into enemy territory.

The Astral Candescence

"Golden Knight" (→P.193) and others

A priceless treasure that emits a wind known as the "Starlight Wind" and plays a melody imperceptible to human ears. Its melody is said to have instilled courage and vitality in the people of the Imperial City, leading the Empire to prosperity. Therefore, the barbarian tribes hostile to the Empire also desire The Astral Candescence and repeatedly invade the Imperial Capital to seize it.

◆ Factions vying for The Astral Candescence

← The Astral Candescence is housed in the Seal of Binding Hall, which is managed by the monks of the Temple of Warara. It is guarded by the Serpent Generals, the most powerful commanders in the Empire.

Gordios

Related content: Aht Urhgan M04 "Golden Knight" (→P.193) and more

A mysterious spherical device located in the Temple of Warara. It is said to be a treasure that was once unraveled just once by the sage Warara, the founder of Warara philosophy, and through which the principles of the world were understood. Today, it seems that scholarly monks, seeking to understand the wisdom the sage attained, are searching for Gordios' cracks on a daily basis.

← On both the Quon and Mindartia continents, Gordeos is known as the name of a supernova, but in the Near East, it is the name of a device.

The Imperial Cultural Properties Investigation Agency

Related: Aht Urhgan M09 "Patrol of the Sacred Sites" (→P.195) and more

A research organization under the direct control of the Empress, dedicated to investigating historical heritage. It is an organization led by the renowned puppeteer Ghasad, and includes alchemists employed by the Imperial Palace. Recently, they are said to be investigating the ruins of the Alzadaal civilization to protect valuable cultural assets and study ancient civilizations. However, it seems there's a hidden, true purpose behind their activities...?

← The Imperial Cultural Property Investigation Agency, which often collaborates with The Immortals. Its full details have not yet been made public.

Automaton

Related: Aht Urhgan M10 "Stellar Whisper" (→P.195) and others

A semi-autonomous mechanical doll widely used within the Imperial Territory. Using a control stick called a stringer, they can perform a wide variety of movements, serving a broad range of purposes from acrobatics to combat. Furthermore, despite being a doll, it possesses its own will and can speak human language. Those who can operate and tune Automaton are known as "Puppetmasters" in the Near East.

■ The story of how the Automaton was completed

Fifty years ago, a group of artisans led by Ghasad completed the first Automaton, "Menejin," with generous funding from the national treasury. Its quality was far inferior to what we see today, but the then Crown Prince Jalzahn showed great interest. Subsequently, Ghasad was permitted to continue his research, which led to the creation of today's Automaton.

← Automaton, found throughout the Near East. It is said that they were originally created with the aim of replicating the giant figures featured in the founding myth of the Empire.

→ Initially, Menegin was in the hands of Jalzahn, but now it serves The Unhanded Puppetmaster, Aphmau, along with Ovjang.

Ashu Talif

Related content: Aht Urhgan M11 "The Serpents' Scheme" (→p. 195) and more

A ghost ship that appears in the Dark Emerald Sea in the northwest of the Aradjiah Continent. It was first spotted by a certain Qiqirn in the Arrapago Islands over a decade ago, and since then, it has been seen in various locations, primarily near the Arrapago Islands. There are also rumors that it is the Black Coffin, a pirate ship belonging to the Kingdom of Ephramad, which perished 200 years ago in a battle against the Empire.

■ Kingdom of Ephramad

Despite its small size, it was a maritime nation with vast wealth amassed through trade and a formidable navy. It clashed with the Empire of Aht Urhgan over control of the seas and, for a time, held its own. However, it eventually suffered the tragic fall of its royal capital, and its remaining forces were wiped out, leading to its demise. The land that was once part of the kingdom was annexed by the Empire, and the current imperial capital, Al Zahbi, is said to have originally been the capital of Iflamad.

← Initially thought to be a sunken Imperial passenger ship, this ghost ship has recently been widely identified as the Black Coffin.

Judgment Day

Related: "Pirate's Profit" (→P.201) and more, Aht Urhgan M30

The fateful day when the White God Alexander and The Dark God Odin, long-time rivals, will battle, and the victor will render judgment in the name of justice. The battle between the two, also known as "Ragnarok," is said to have torn a massive hole in the sky and unleashed a great storm upon the earth. Legend has it that this battle caused the ancient Alzadaal civilization to perish overnight 900 years ago.

◆ The Legend of Ragnarok

When two clusters meet
One cluster feels black,
and the other thinks white.
A great storm is born. It
begins to rise to the sky,
then collides and shatters.

← Inside the Ashu Talif, there is a painting depicting the battle between Alexander and Odin that took place 900 years ago.

Mission Flow: Treasures of Aht Urhgan Mission

This story unfolds in Aht Urhgan, a major power in the Near East that holds the mysterious treasure, The Astral Candescence. It depicts a vast conspiracy that plunges the world into turmoil and the individuals who rise to confront it.

Aht Urhgan M01 "Land of the Holy Serpent" P. 192
Aht Urhgan M02 "The Immortal Guard" P. 192
Aht Urhgan M03 "Mountain Cat President" P. 193
Aht Urhgan M04 "Golden Knight" P. 193
Aht Urhgan M05 "Prince's Confession" P. 193
Aht Urhgan M06 "Tōfū" P. 194
Aht Urhgan M07 "Seifu" P. 194
Aht Urhgan M08 "Mercenary's Duty" P. 194
Aht Urhgan M09 "Patrol of the Holy Relics" P. 195
Aht Urhgan M10 "Whisper of the Stars" P. 195
Aht Urhgan M11 "Twin Serpents' Scheme" P. 195
Aht Urhgan M12 "The Unhanded Puppetmaster" P. 195
Aht Urhgan M13 "Tomb of a Lost Nation" P. 195
Aht Urhgan M14 "Dolphin Crest" P. 195
Aht Urhgan M15 "The Black Coffin" P. 196
Aht Urhgan M16 "Pirate of the Underworld" P. 196
Aht Urhgan M17 "Guest Privilege" P. 196
Aht Urhgan M18 "Foam Crown" P. 196
Aht Urhgan M19 "Encounter of the Heart" P. 197
Aht Urhgan M20 Trouble at the Tea House_ P. 197
Aht Urhgan M21 "Ancient Whirlpool Crest" P. 198

NEXT PAGE

The looming threat of conflict

After crossing to the Aradjiah Continent, the Adventurer meets Najah in the Imperial Capital of Al Zahbi and is somewhat forcibly recruited by the Mercenary dispatch company, Salaheem's Sentinels. While carrying out their duties as Mercenaries, they discover the existence of The Astral Candescence, the Imperial Realm's secret treasure that the Barbarians are desperate to obtain. Upon receiving a letter from the "Sage" Raifal, who senses danger in the power of The Astral Candescence, the four nations of Altana convene an emergency meeting.

A ghost ship roaming the Dark Blue Sea

At the request of the four kingdoms of Altana, the Adventurer was tasked with uncovering the true intentions of the Empire. Meanwhile, the Empress, intrigued by rumors of a ghost ship haunting the Dark Blue Sea, orders the Adventurer to uncover its true identity under the guidance of court puppeteer Aphmau.

Sensing the resurrection of a prince from a fallen kingdom

After battling the ghost of the Sea Knight and the events on the ghost ship Ashu Talif, it was revealed that the ship was the pirate ship Black Coffin from the fallen nation of Iflamad. It also reveals the resurrection of Prince Luzaf, who led the pirates of the Kingdom of Ephramad, and the fact that Empress Nashmeira II has become Vizier Razfahd's puppet.

A reckless Windurstian envoy appears

Special Envoy Karababa, having given up on an audience with the Empress, set off to explore Aydeewa Subterrane. Aphmau, who had gone ahead to the cave out of curiosity, finds that someone has taken the Automaton Ovjang.

Aht Urhgan M2 "The Envoy's Shield" P. 198

Aht Urhgan M3 "End of the Banquet" P. 198

Aht Urhgan M4 "Demons and Fiends" P. 199

Aht Urhgan M5 "Gears of Fate" P. 199

The Empire's dark side is revealed

It is revealed that Luzaf is working to form an alliance with the Barbarian army under the banner of anti-Imperialism, and that the Empire was once conducting forbidden experiments to create Chimeras.

Aht Urhgan M6 "Serpent's Seal Wax" P. 199

Aht Urhgan M7 "The Disappearance of the Nobleman" P. 199

Aht Urhgan M28 "Ancient Temple's Connection" P. 200

Aht Urhgan M9 "Girl's Puppet" P.200

Aht Urhgan M10 "Pirate's Edge" P.201

Aht Urhgan M11 "Dark Clouds Come and Go" P.201

Aht Urhgan M32 "Omagaga Toki" P.201

Aht Urhgan M33 "Castle in the Sand" P.202

The Abducted Unhanded Puppetmaster

Aphmau sneaks out of the Imperial Palace to search for the missing Ovjang. Ovjang is found at a barbarian stronghold, and the Empire's plan to resurrect the "legendary iron Gigas" is also exposed. However, Luzaf abducts Aphmau and the others and takes them to Ashu Talif.

Two people who pass by each other

Aphmau, reunited with Razfahd through Luzaf's scheme, resents Razfahd's actions as a Chimera. After discovering Aphmau's true identity and that Luzaf possesses the power of the Dark Rider, Aphmau chooses to stay with Luzaf of his own free will.

Aht Urhgan M34 "For calculating the bobcat pelt" P.202

Aht Urhgan M35 "Legacy of a Fallen Nation" P.202

Aht Urhgan M5 "The Tengu's Eye" P.203

Aht Urhgan M37 "Asura's Path" P.203

Aht Urhgan M38 "Signs of War" P.204

Luzaf's contract

Luzaf reveals to Aphmau that he has made a pact with Odin to fight the savior Alexander as the Dark Rider. Luzaf attempts to cancel the contract, but the negotiations fail. The day of the gods' final battle—"Ragnarok," which will burn the world to the ground—is fast approaching.

The sacred arrow that was released

Luzaf was captured by the Empire, and Razfahd's plan to harness the Iron Colossus to gain Alexander's power was about to be put into action. The Western nations dispatch Adventurers by Airship to avert war with the Empire and the onset of Ragnarok, but the Airships are shot down by the Iron Colossus, which has been activated.

Aht Urhgan M39 "Alliance in Turmoil" P.204

Aht Urhgan M40 The Unraveling Principle P.204

Aht Urhgan M41 "Light of Judgment" P.205

Aht Urhgan M42 "Into the bosom of Gigas" P.205

Aht Urhgan M43 "The Blue Lion's Final Moment" P.205

Aht Urhgan M44 "The Girl's Resolve" P.205

Aht Urhgan M45 "Ragnarok" P.205

Aht Urhgan M46 "Coronation Ceremony" —

Aht Urhgan M47 "Grand Reunion" —

Aht Urhgan M48 "Eternal Mercenary" —

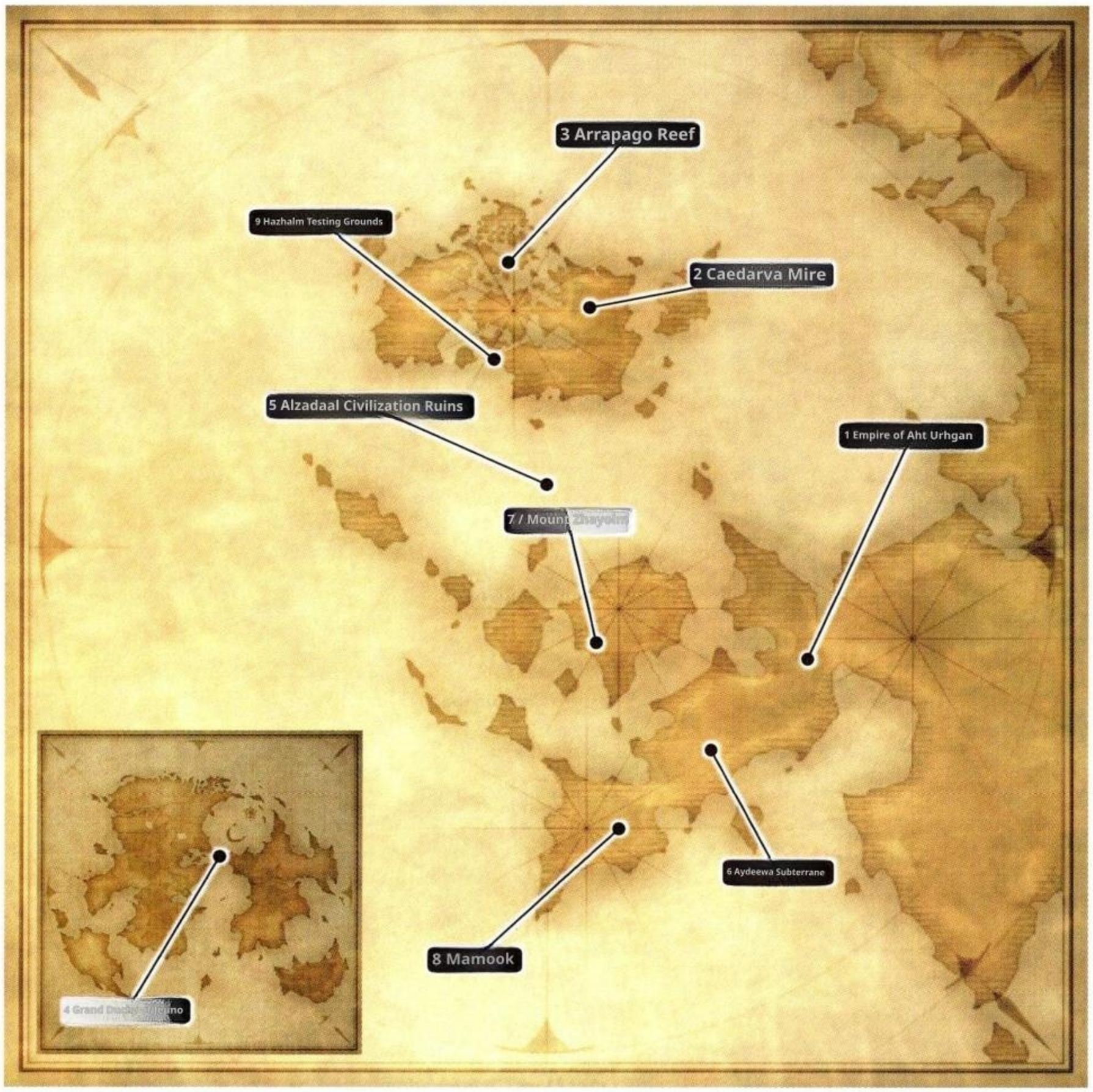
EPILOGUE

The decisive battle over the Iron Colossus

Aphmau convinces Razfahd to stop the Iron Colossus and, along with the Adventurer, heads deep into Nyzul Isle. However, Razfahd, driven by the noble cause of protecting the Empire with the power of Gigas, refused to listen to reason and challenged the Adventurer to a fight.

The story's setting

Treasures of Aht Urhgan Mission



1 Empire of Aht Urhgan (Imperial Capital Al Zahbi)

Related · Aht Urhgan M01, etc.

The western capital of the Empire of Aht Urhgan. In the Commoners' Ward lies Salaheem's Sentinels, a mercenary dispatch company where Adventurers register, while in the Imperial Ward stands the Al Zahbi Imperial Palace, home to the Empress. The Mission of the Treasures of Aht Urhgan will unfold primarily within this city.

2 Caedarva Mire

Related ■ Aht Urhgan M02Aht Urhgan M13 and others

A gloomy wetland that stretches across Azouph Isle in the Arrapago Islands. It is shrouded in thick fog year-round, and it is said that fierce battles between the Empire of Aht Urhgan and the Kingdom of Ephramad once raged here. In the western cemetery lies Jazalat, the sea knight of Iflamad.

3 Arrapago Reef

Related ■ Aht Urhgan M02 ■Aht Urhgan M15, etc.

A cursed sea where many shipwrecks can be found. It has long been known as a treacherous stretch of sea and was also the last stronghold of the Kingdom of Ephramad, which was destroyed by the Empire. At the ferry crossing just outside the reef area, Fuu Madimin dispatches a liaison boat to the ghost ship Ashu Talif.

4 Grand Duchy of Jeuno

Related: Aht Urhgan M06 ■ Aht Urhgan M40, etc.

A city-state situated at the crossroads of the continents of Quon and Mindartia. In the rooftop Ru'Lude Gardens lies the Grand Duke Palace, where the Grand Duke conducts his official duties. During the Mission, this palace will serve as the venue for ad hoc meetings and military conferences held by the four Altana nations.

5 Alzadaal Civilization Ruins

Related: Aht Urhgan M10, Seattle Urhgan M42, and others

A vast archaeological site located in the waters near the imperial capital, Al Zahbi. The advanced architectural techniques of the ancient Alzadaal dynasty are evident throughout, and until recently, viewing the interior was prohibited. The Imperial Cultural Property Research Organization, which is part of the Imperial Nation, conducts daily investigations.

6 Aydeewa Subterrane

Related: Aht Urhgan M21, Seatle Urhgan M28

A moss-covered cave that stretches beneath the Wajaom Woodlands. Stone pillars and altars from the ancient Olduum Civilization remain, and artifacts harnessing the power of lightning are sometimes discovered. The Adventurer visits this cave with Special Envoy Karababa serving as a local guide.

7 Mount Zhayolm

Related: Aht Urhgan M22, Aht Urhgan M23

An active volcano that formed the two islands of Zazarda and Bozordo. It is under the control of the Troll Mercenaries and is notorious as a barren land of death where nothing grows. In the Navukgo Execution Chamber, located beneath the surface of Bozordo Island, you will face the Chimera alongside Karababa.

8 Mamook

Related: Aht Urhgan M29, Aht Urhgan M30

The capital of the Mamool Ja people, built in the wooded area of western Cape Mazklah. Throughout the square, wooden structures that appear to be the homes of the tribe stand. Furthermore, at the Jade Sepulcher beyond the capital, a council meeting is held between the Mamool Ja Autarchs and the Autarch Gulool Ja Ja.

9 Hazhalm Testing Grounds

Related: Aht Urhgan M37

A secret facility of the Empire of Aht Urhgan, located beyond Caedarva Mire. In the past, this place was used for experiments involving the Synthesis of living beings through forbidden alchemy. The facility is currently unused, but it is said that Chimeras are still left unattended within the laboratory.

FINAL FANTASY XI ONLINE

Treasures of Aht Urhgan

Treasures of Aht Urhgan

Mission Story Playback:

Treasures of Aht Urhgan

Mission

The Empire of Aht Urhgan, having annexed numerous countries, has asserted its dominance as a major power. However, with over a decade of conflict with the eastern nations and recent invasions by rebellious barbarians, the country had reached the height of exhaustion. Amidst this, an Adventurer disembarks in the Near East aboard a troop transport ship. Unaware that a conspiracy, one that would shake the entirety of Vana'diel, was about to unfold within the Empire—

Pick up! A message from Naja

The package that Naja instructs the Adventurer to deliver to The Immortals is a fragrance-like substance that exudes a "gorgeous, alluring, and clean scent." According to a member of The Immortals, it appears to be made from a precious oil that can only be obtained in the land of Zhwa. This information serves as a hint pointing to Naja's hidden origins (→P.369).

↑ The Immortals, sent to a remote land and exhausted, rejoice at Naja's gift.

Aht Urhgan M01 The Land of the Holy Serpent

Aht Urhgan M02 "The Immortal Guard"

Related: Jeuno Q39 "To the Empire of Aht Urhgan" (→P.311)

A disaster in the Near East

An Adventurer who traveled to the Empire of Aht Urhgan, a major power in the Near East, and entered the mercenary dispatch company Salaheem's Sentinels. The formidable president, Naja Salaheem, whom the Adventurer met there, assumed the Adventurer had come to become a mercenary and ordered the Adventurer to deliver a message to a member of The Immortals dispatched to the frontier. Upon the Adventurer's return to the company after completing the mission, Naja resorts to deceptive tactics to forcibly enroll the Adventurer in Salaheem's Sentinels.

← The Adventurer delivers a message to a member of The Immortals who serves as an inspector at a watchpost far from the Empire.

→ President Najah, who arbitrarily puts the Adventurer's name on the contract and makes them join Salaheem.

Conversation: Joining Salaheem's Sentinels

Naja Salaheem: Well then... Now you're officially a "full-time employee" at our company. Congratulations on joining the company! Now then... since you'll be working under me, you'll need to be prepared accordingly. ...Hmm? You seem a bit dissatisfied. Could it be that the term "Second-Class Mercenary" is bothering you? (While banging on the desk) Don't take me lightly! Whether you're a knight from the West, a Musketeer, or a Warrior, that's none of my business... What you can't forget is that, as a Mercenary, you're a complete amateur.

Pick up! The Astral Candescence targeted by the barbarians

Since the previous Empress passed away four years ago, the barbarian army that had been loyal to the Empire has rebelled and begun to invade the Imperial Capital, targeting The Astral Candescence. The Empire, now at the brink of exhaustion, is still striving to protect The Astral Candescence, despite the heavy toll it has taken on its people. Feeling uneasy about this, Laifal suspected that The Astral Candescence might possess powers comparable to those of San d'Orian's "Holy Sword" (→P.62), and thus wrote a letter to warn his homeland of the danger.

Pick up! Reifar's true identity

The Mercenary Knight Ryffar, who diligently gathers information about The Astral Candescence, is actually Trion, the first prince of the Kingdom of San d'Oria. He was once invited to the Empire as a state envoy and is personally acquainted with the current Empress Nashmeira II. Perhaps that's why Trion concealed his royal status and arrived in Aht Urhgan as the "Mercenary Raillefal."

↑ **During a conversation with the Adventurer, Raillefal inadvertently reveals his real name.**

Aht Urhgan M03 "Mountain Cat" / Aht Urhgan M04 President" "Golden Knight"

Related Aht Urhgan M07 **"Seifu" (→P.194)**

A San d'Oria knight pursuing the mystery of The Astral Candescence

An Adventurer working as a Mercenary in the service of the Empire meets Raifal, a former San d'Oria knight who has also become a Mercenary. The two learn about the Imperial Realm's secret treasure, The Astral Candescence, from the informant Kakalun and the elder teacher Nadiyu of the Temple of Warara. Furthermore, after learning from Gessho of Yagudo that The Astral Candescence is an Instrument, Ryfarl grows increasingly skeptical of the Empire's efforts to protect it even as it faces attacks from barbarians. Then, he hands the Adventurer a letter, saying it contains important news, and instructs them to deliver it to Vizier Halva I at Chateau d'Oraguille in the Kingdom of San d'Oria.

- After learning from Gessho about the mysterious power of The Astral Candescence, Ryfarl's doubts about the instrument grow.

"I can't imagine it's anything that could rival our country's 'sword,' but what if..."

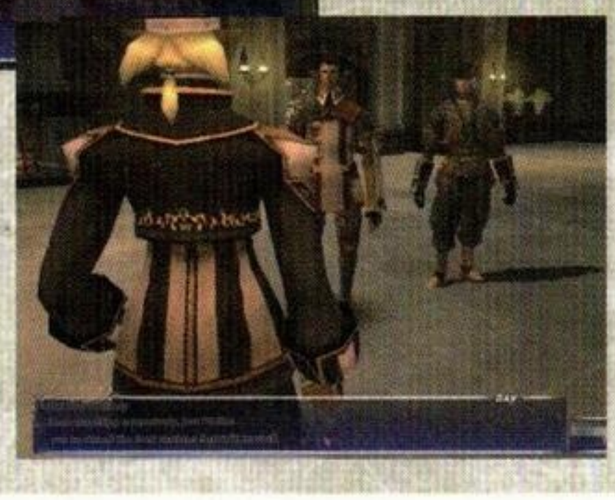
Aht Urhgan M05 "Prince's Confession"

Related: Aht Urhgan M38 **"Signs of War" (→P.204)**

The kingdom is shaken by news from the Near East

Vizier Halver, upon examining the handwriting on the letter delivered by the Adventurer, recognizes it as that of Trion, the First Prince of San d'Oria. However, he is perplexed, finding the writing "too refined" to decipher its contents. There, Commander Rahal of the Knights appears and asks Travialce, who had been tracking Trion after he escaped the castle, to recount every detail of Trion's movements and the current state of the Empire. Then, having deciphered the letter and learned that The Astral Candescence posed the risk of triggering a second Crystal War, Prince Pieuje instructed Halver to request an extraordinary four-nation summit from each country.

← **Upon learning that Trion had traveled to the Empire as an Adventurer, Vizier Halver was deeply troubled.**



→ **Pieuje asks the Adventurer, who knows the situation, to attend the special four-nation talks.**

Conversation **A discussion about The Astral Candescence**

Gessho: "The wind of star energy." I overheard the townspeople talking about these words. Laifar:

The wind of star energy?

Gessho: That's right. It's the wind that emanates from the treasure known as The Astral Candescence. It seems that if you place The Astral Candescence on the "kura," the wind will spontaneously begin to blow, producing a sound of remarkable spiritual power.

Ryfarl: How intriguing... Since it's called The Astral Candescence, it must be some kind of Instrument, but...

Conversation: Deciphering the Prince's Letter

Pieuje: ... It seems that a powerful cause exists in that land, prompting the Beastmen to attack the Empire. I'm relaying my brother's words exactly as he said them, so please listen carefully. "... Therefore, there is only one main reason why the Beastmen are targeting the Imperial City. It is a treasure known as The Astral Candescence. The Astral Candescence, it seems, plays a beautiful melody that is inaudible to the ear, enveloping everyone nearby—human and Beastmen alike—with a profound spiritual power, leaving them in a state of ecstasy. Here, we call the wind that carries its sound the 'Star Energy Wind,' and we are grateful for it..."

Halver: ...I understand your concerns, Lord Trion.

Pick up! The relationship between Shikoku and the Imperial Nation

During the emergency meeting of the Altana Four Nations, some voices expressed concern about the threat to the Imperial Nation. However, no one suggested sending reinforcements to the Empire, which was already exhausted from its battles with the barbarians. There are deep-seated reasons for this, stemming from past events. During The Crystal War, the Imperial Nation possessed an overwhelming military force that outnumbered even the combined might of the four Altana nations. Despite this, the Imperial Nation did not send a single reinforcement to the Altana Coalition Army until the war ended, which is why Shikoku harbors deep distrust toward the Imperial Nation.

Pick up! Gessho, who understands the situation in the East

In the flashback scene featured in this Mission, Raifaru and Gessho discuss the war between the Imperial Nation and the Eastern Nations. During that conversation, Gessho not only demonstrates a detailed knowledge of the war's circumstances, but also shows that he is aware that the Eastern nations are plagued by the Emptiness (→P.149). Gessho tells Raifaru, who is surprised by his vast knowledge, that it's a matter of hearing...?

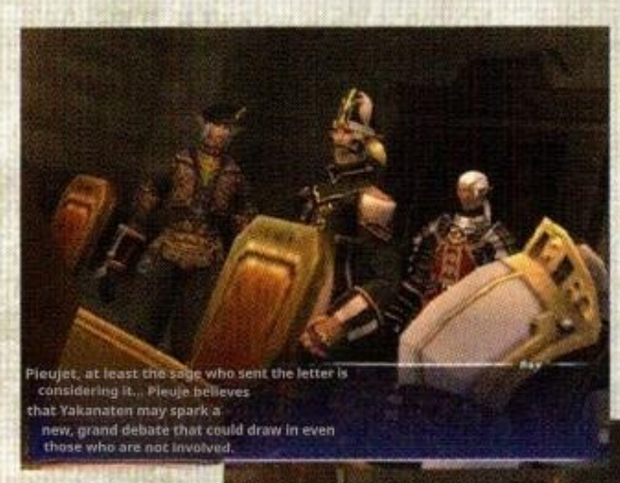
↑ Gessho also correctly notes that Travialce has mastered Eastern Ninjutsu.

Aht Urhgan M06 「"Tōfū"

Related: Aht Urhgan M40 **"Unraveling the Reason" (→P.204)**

An Extraordinary Four-Nation Meeting Is Held

At the request of San d'Orian, the leaders of the four Altana nations gathered at the Jeunoan Grand Duke Palace. After Pieuje explained the current state of the Empire to the group, he spoke of the danger posed by The Astral Candescence, which barbarians are eager to obtain. As discussions about The Astral Candescence continued, the leaders began to suspect that the Empire, while publicly displaying The Astral Candescence and battling the barbarians, might be secretly devising a grand plan behind the scenes. With heightened wariness toward the Empire, they task the Adventurer with earning renown as a Mercenary and uncovering the Empire's true intentions.



← Wolfgang, Volker, and Shantotto—dignitaries from each nation respond to San d'Oria's summons.

↑ Pieuje, on behalf of the four nations of Altana, asks for the Adventurer's help in unraveling the plot of the Empire of Aht Urhgan.

Aht Urhgan M07 「"Seifu" –
Aht Urhgan M08 The Duty of a Mercenary」

Related: Aht Urhgan M36 **"The Tengu's Eye" (→P.203)**

The departing Golden Knight

The Adventurer, tasked with uncovering the inner workings of the Empire, visits a teahouse in the Imperial City to report the situation to Laifal. However, it was Gessho of Yagudo who appeared before the Adventurer. He, who had also become a mercenary of Salaheem's Sentinels like the Adventurer, informed the latter that Laifal had left Travialce and returned to his homeland. He then handed over a letter from Laifal to the Adventurer and departed.

← Gessho, who claims to have been persecuted by the Yagudo Theomilitary as a heretic and taken on a role as a mercenary in the Imperial Capital.

→ **Upon learning that Laifar has left the Imperial Capital, Naja rejoices that the troublesome mercenary is gone.**

Conversation: The looming threat of war

Wolfgang: I can't believe it... Such a threat from a mere instrument? Pieuje: At the very least, the sage who sent the letter is concerned about it... Eventually, The Astral Candescence could become the spark that ignites a new great war, one that draws in our nations as well.

Wolfgang: What?!

Volker: ... Sir Pieuje. As a representative of a country, you shouldn't speak so lightly!

Pieage: I apologize. This is merely the sage's conjecture. Why don't we ask this Adventurer, who has actually seen and heard things firsthand, for the details?

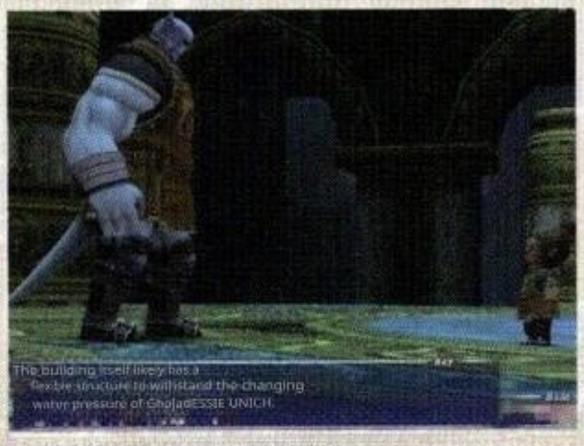
Key Item: Raifal's Letter

In small, neat handwriting, it reads: "I'm going home." ... written on the parchment. I could just barely make out the words.

A letter that Raifal left for the Adventurer when he departed the Empire. The handwriting is so bad it's hard to read, and the content is brief, but you can sense his sense of duty in saying goodbye through a letter rather than a message.

Pick up! Mysteries hidden within the underwater ruins

The Alzadaal Undersea Ruins are vast ruins that have been near the Imperial City for 900 years, showcasing the advanced architectural techniques of the late Alzadaal dynasty throughout. The ruins hold many mysteries, such as ancient transportation devices that still function today. However, Ghasad was particularly interested in the structure of the pillars. According to him, the pillars in the ruins somehow show signs of having rotated or expanded and contracted.



↑ Ghasad speculates that the pillars were specially designed to withstand environmental changes, but...

Aht Urhgan M09 "Patrol of the Sacred Relics"
Aht Urhgan M10 "Whistle of the Star Energy"
Aht Urhgan M11 "Twin Serpents' Scheme"

Related: Aht Urhgan M29 **"Girl's Puppet" (→P.200)**

In the ruins where ancient technology lies dormant

One day, when the Adventurer visits Salaheem, Najah tells them that the Empire has requested their services. She asks them to go to the Alzadaal Undersea Ruins, which the Imperial Cultural Property Investigation Organization is currently investigating, and to inspect the ruins. After accepting the request, they immediately headed to the ruins, where they found members of the organization. Ghasad, who serves as the organization's advisor, asks the Adventurer to seek out four pieces of The Astral Candescence that exist separately from the one in the Imperial Capital.

← Ghasad says that with all four pieces of The Astral Candescence, the war between the Empire and the Barbarians might be stopped.

→ By the time the Adventurer had completed their mission, the Empress was enjoying the spectacle of the ghost ships that roamed the city from the Imperial Palace.

Conversation: The true purpose of the corporation

Ghasad: Initially, The Astral Candescence was brought to the Imperial Capital by the Empress of that time to quell the Chain Death Disease, which had once ravaged our country. To save the people suffering from disease and the Empire facing both internal and external threats, they said... However, The Astral Candescence is not just one. ... Would you be surprised if I told you that? Beyond that one—the Astral Candescence—over which a fierce battle for possession rages in the Imperial City, ancient documents and artifacts confirm that four other Astral Candescences once existed. If we find them, perhaps we can put an end to this endless, futile conflict. Yes, that's what we at the Foundation believe, and we're pursuing The Astral Candescence that has been lost.

Pick up! The ghost ship Ashu Talif

Long before the Empire began its investigation, the existence of a ghost ship had been a topic of discussion in the Imperial Capital. Initially, the ghost ship was thought to be the sunken Imperial passenger liner Ashu Talif. However, some believe it could actually be the Black Coffin, a ship from the defunct nation of Iflamado that was destroyed by the Empire. The reason seems to be that someone who owned a painting of the Black Coffin began to claim that the painting and the ghost ship looked similar.

Aht Urhgan M12 "The Unhanded Puppetmaster"
"Aht Urhgan M13" "Tomb of the Lost Nation"
Aht Urhgan M14 **"Dolphin's Crest"**

Related: Aht Urhgan M16 **"Pirate of the Underworld" (→P.196)**

The Visit of a Young Court Puppeteer

As the Empress's envoy, court puppeteer Aphmau arrived at the Salaheem Company. Accompanying her are Amina and Rishfee, members of The Immortals, who deliver the Empress's decree: "Uncover the truth about the ghost ship Ashu Talif, rumored in the Imperial City." The Adventurer travels to the Arrapago Islands, where ghost ships are reportedly sighted, and gathers information in the local town of Nashmau. Continuing on to the western cemetery, the Adventurer defeats the spirit of the Sea Knight from the fallen nation of Iflamad.

← Aphmau visited the Salaheem Company, accompanied by Ovjang, an Automaton with a rather imposing demeanor.

→ The ghost of the Sea Knight, defeated by the Adventurer, vanishes while expressing hatred for the Empire.

"Damn it... Aht Urhgan... I hate you."

Conversation: Order to Investigate the Ghost Ship

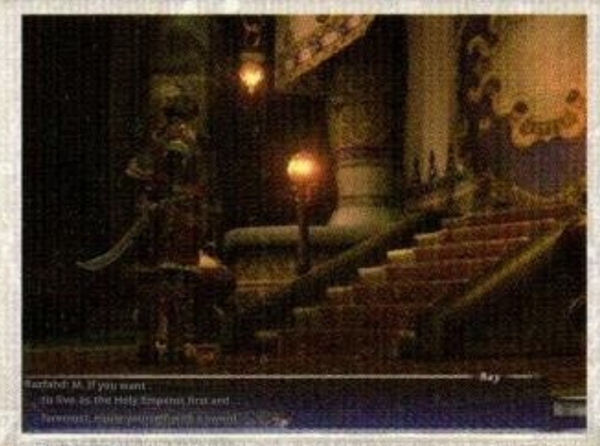
Amina: Naja. I convey an imperial order from Empress Nashmeira.
Naja Salaheem: Haha, understood.
Amina: "... Salaheem's Sentinels. I, Nashmeira, hereby order an investigation to uncover the truth about the ghost ship rumored among the people, so that their hearts may be at ease. Furthermore, should this be the work of someone's scheming, thwart it. Nashmeira II." Naja Salaheem: ... A, a ghost.
Amina: Do you have any objections?
Naja Salaheem: No ..... Naja Salaheem, I will accept it with respect.

Pick up! The fall of the Kingdom of Ephramad

Until about 200 years ago, the Kingdom of Ephramad was a maritime nation in conflict with the Empire over control of the seas. The kingdom's downfall began when the Imperial Nation, in alliance with barbarian forces, captured the royal capital in just eight days. The surviving Prince Luzaf established a provisional government in the Arrapago Islands and led the kingdom's fleet to a series of victories over the Imperial Navy. However, the tide turned when the enemy discovered the location of the kingdom's home port. The remaining forces of the Kingdom were wiped out, and the Black Coffin, with Luzaf aboard, was sunk into the sea.

Pick up! The relationship between the Empress and the Vizier

The real power in the Empire lies not with the Empress, but with Vizier Razfahd. This is evident from the fact that the Vizier commands The Immortals, which are supposed to be the Empress's personal guard. However, the Empress independently approved the establishment of Salaheem's Sentinels despite opposition from the Vizier and others, indicating that the Empress is not merely a puppet of the Vizier.



↑ Razfahd adopts a domineering attitude toward the Empress, whom he serves.

Aht Urhgan M15 The Black Coffin / The
Aht Urhgan M16 Pirate of the Underworld

"The Envoy's Shield" (→P.198)

Boarding the ship of ghosts

Based on what happened in the cemetery, the Adventurer tells Najah that the ghost ship might be the Black Coffin of the fallen nation of Iflamad. However, Naja ignores this suggestion and orders the adventurer to join the mercenary, who has headed west of Dubukka Island in search of the ghost ship.

Thanks to the local ferryman, Fuu Madimin, the Adventurer manages to infiltrate the ghost ship, but is then surrounded by ghosts led by a mysterious leader. The one who came to the rescue was Gessho, a mercenary who had also infiltrated the ghost ship alongside the Adventurer. After escaping the ship, the Adventurer learns Gessho's theory: the ghost ship is the Black Coffin, and the mysterious leader is Prince Luzaf of the Kingdom of Ephramad.

↓ The mysterious leader who commands the ghosts on the ghost ship. According to Gessho, he possesses an extraordinary, almost otherworldly aura.

Aht Urhgan M17 Guest Credentials_
Aht Urhgan M18 "The Foam Crown"

"Omagatoki" (→P.201)

Audience with the Empress

Upon returning to the Imperial City, the Adventurer visited the Imperial Palace at Razfahd's invitation. Upon hearing the report about the ghost ship, The Immortals express concern that people might be unsettled. However, the Empress awards a crown of reward to the Adventurer. Razfahd, who had returned to the Imperial Palace in place of the Adventurer, was enraged upon learning that the Empress had invited the Adventurer in under Razfahd's name. He strongly urged the Empress to exercise good judgment.

← Empress Nashmeira II offers words of appreciation to the Adventurer who uncovered the truth about the ghost ship.

→ As soon as the Adventurer leaves the Imperial Palace, the crown bestowed by the Empress is taken by Najar.

Conversation with "Demon Admiral" Luzaf

Gessho: If the rumors are true, that ship's name is the "Black Coffin." It means "The Black Coffin." However, according to the history books of Atolegan, the Black Coffin was supposed to have sunk about 200 years ago... At that time, the ship carried a ronin from the Kingdom of Iflamado. He was commonly known as "Colosseum." "Corsairs" are pirates. However, they were not just ordinary pirates. They were former retainers of the fallen kingdom of Iframado, who harbored a deep desire to restore their kingdom and bravely faced off against the mighty Aturgan fleet. And the admiral who united and led those "corsairs" was none other than... Prince Luzaf. A warrior feared as a demonic admiral...

Item: Crown bestowed by the Empress

Crown of Glory

A crown made of Dark Orichalcon and adorned with a Paineite. On the back, it is engraved with the words: "A crown bestowed by Empress Nashmeira II upon the Hero of Aht Urhgan."

A crown bestowed by Empress Nashmeira II to an Adventurer as a reward for unraveling the mystery of the Ghost Ship. It's a very rare item, but shortly after leaving the Imperial Palace, it was taken by Naja and would remain on her head for a while thereafter.

Pick up! The Mystery of Menegin's Tone

When Mnejing criticizes Karababa's arrogant demeanor, he speaks with a tone that once again exudes the dignity of royalty. Seeing how Mnejing refers to himself as "I" and acts as if he were the Empress, Aphmau remarks, "Mnejing has imitated the Empress..." (→P.201)?

↑ Provoked by the King of Hearts, Mnejing inadvertently refers to himself as "I."

Pick up! Gessho shares insights on the situation with the barbarians

Gessho, who has traveled to various barbarian bases, provides the Adventurer with a wealth of information. The information he provides is fascinating, including details such as the Mamool Ja's wise king believing "The Astral Candescence has some military application," and the ghost ship Ashu Talif frequenting Troll strongholds. However, some questions remain about why Gessho, who is merely a mercenary, is excessively investigating the situation among the barbarians.

Aht Urhgan M19: The Heart of the Encounter

Related

The Storm from the West

One day, a ship carrying Karababa, the Windurstian Ambassador Extraordinary and Plenipotentiary, and his Cardian companion, the King of Hearts, arrived in the Imperial City. Amina attempted to escort them to the Empress, but Karababa displayed a defiant and haughty demeanor toward those around him. It was Aphmau's Automaton, Menegin, who took issue with that attitude. The sudden battle between the dolls, Menegin and the King of Hearts, ended with the King of Hearts emerging victorious. Karababa gave up on meeting with the Empress and, guided by his subordinate, Rodin Comiden, headed off to a teahouse.

"Oh, ho ho ho!"

← Windurstian special envoy Karababa. His loud laughter and reckless demeanor are somewhat reminiscent of a certain scholar, aren't they?

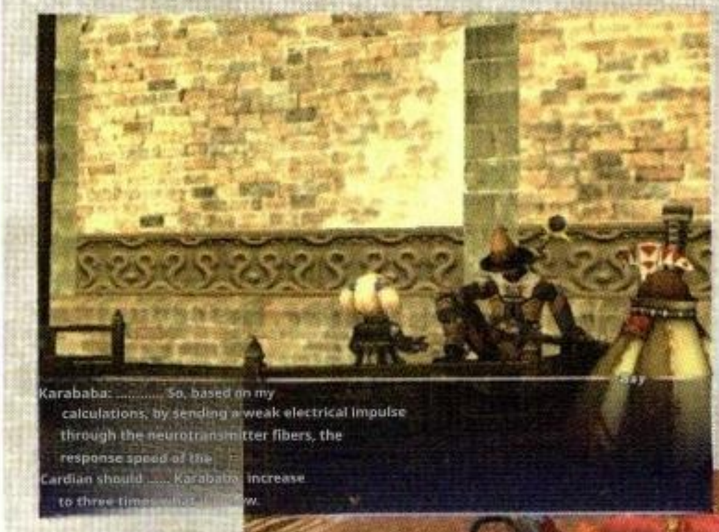
→ Aphmau, who had been watching the ambassadors through the broadcast, was unsettled by Menegin's words and actions.

Aht Urhgan M20: "Trouble at the Teahouse"

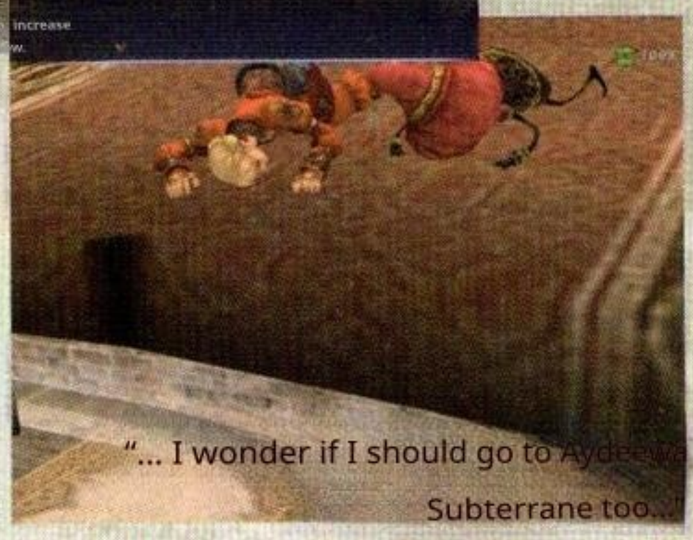
Related: Aht Urhgan M36 "The Tengu's Eye" (→P.203)

Entrusted with guiding the ambassador

In the teahouse, Gessho and Travialce were discussing Ambassador Karababa, who had just arrived. After Travialce leaves, Gessho shares the information he gathered about the barbarians' base with the Adventurer. At that moment, Karababa appeared, unleashing a barrage of lightning Magic at Gessho. She appoints the Adventurer as her local guide, instructing them to lead the way to the Aydeewa Subterrane, where the ruins of the Olduum Civilization are located.



↓ According to Karababa, the insulator found in the Oldoom relics could significantly enhance the performance of the Cardian.



↑ Aphmau and Ovjang, having sneaked out of the imperial palace, hide on the roof of a teahouse and eavesdrop on Karababa's conversation.

■ Conversation: Welcome by the Plenipotentiary Ambassador

Karababa: The security is quite substantial, isn't it? Amina: I'm sorry .....
Karababa: I wonder if it's for my protection? Or perhaps...
Are you perhaps wary of me?
Amina: That's absolutely not the case .....
Menezhin: ... Hold back. Karababa: Oh. Did you just say something? King of Hearts: Wait★! Are you scared★?
Menejin: ... I only said, "Hold back" ...

■ Conversation: Aphmau, burning with anger

(Aphmau and Ovjang, watching Karababa and the others from the shadows) Ovjang: So, soon after that, the commotion from that time started to build again...
Aphmau: That's not the point! Right before Mau's eyes... Before Mau... To think they're enjoying such sweets... Even Mau... Mau, who was born in this country... has never tasted them... I can't forgive them!! Mau, I've made up my mind now! For the rest of my life, I'll never forgive that guy.
Ovjang: Well, then, I'm sorry about that.

Pick up! The abduction of Ovjang

Flit, a demon subordinate to Luzaf, and a group from the Mamool Ja tribe were the ones who took Ovjang away from Aphmau's side. Flit had long recognized that Ovjang held immense importance for the Empire. Therefore, taking advantage of Aphmau and the others being unconscious, he collaborates with his allies, the Mamool Ja, to take Ovjang away.

↑ The Mamool Ja are only faintly visible immediately after they take Ovjang.

Pick up! Does Luzaf dislike Chimeras?

Just before the Adventurer and Karababa arrive at the Navukgo Execution Chamber, Luzaf visits the location to form an alliance with Megomak. The discussion between Luzaf and Megomak progressed smoothly toward forming an alliance until Megomak offered a Chimera. At that point, Luzaf became displeased and left the scene. As later discussed in Aht Urhgan M32, "The Hour of the Ogre" (→p. 201), Luzaf harbors a particular reason for his aversion to Chimeras.

Aht Urhgan M21 "The Eternal Whirlpool Crest"

Related: Aht Urhgan M27 "The Nobleman's Disappearance" (see right page)

Strife over the Relics

Aphmau and Ovjang arrive at Aydeewa Subterrane before Karababa and discover artifacts from the Oldooum civilization. However, they are attacked by the Wawalun, who are intent on plundering the ruins. Karababa rescues Aphmau and Ovjang, but they express hostility toward Karababa, and a tense atmosphere fills the room. Furthermore, the Adventurer, Aphmau, and the others fainted due to the Magic the King of Hearts cast on Ovjang. Not only did Karababa take the relic, but someone also kidnapped Ovjang.

← Aphmau and her companions view Karababa as an enemy after their friend Menegin was injured in the Imperial City.

→ Aphmau addresses Razfahd, who has come to pick him up, as "Big Brother."

Aht Urhgan M22 "The Envoy's Shield"
Aht Urhgan M23 "End of the Banquet"

Related: Aht Urhgan M32 "Omagatoki" (→P.201)

Shady deals at the execution grounds

Upon the Adventurer's return to Salaheem, Karababa expressed a desire to visit the Navukgo Execution Chamber this time and was seeking a companion for the trip. She once again hires the Adventurer to escort her to the execution grounds.

Karababa's goal was to make a clandestine deal with Megomak, the leader of the Troll Mercenaries, at the execution grounds to obtain a Chimera embryo. However, Megomak breaks his promise to Karababa and sends a Chimera named Chimera after her.

Having defeated the Chimera with the Adventurer's help, Karababa was satisfied with obtaining the Chimera's wings and returned to the Imperial City ahead of the others.

↓ Megomak, who leads the Mercenary Corps, He sends a Chimera, the final stage of a Chimera embryo, to attack Karababa.

Conversation: The one who obtained the artifact

King of Hearts: (spots the artifact that was flung to the ground)! Karababa★has★found★a★suma★rei★artifact!

Karababa: Which one shall I take? The insulator is .... It seems there are still some traces left. Everyone! I wonder whose this belongs to? (The Adventurer, who is unconscious and unable to respond, and Aphmau and the others)

King of Hearts: Karababa ★ Samazen ★ In Shirana ★ I So ★ Dies!

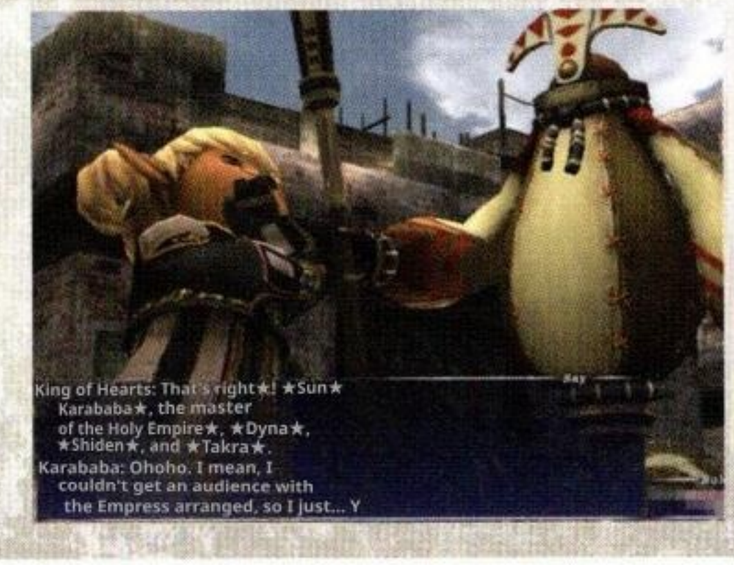
Karababa: ...Oh, well, there's no helping it, is there? Well then, I'll be taking this. Oh hoh hoh hoh hoh!

Conversation: Megomak talks about Chimeras

Megomak: There's a place... Aht Urhgan's secret facility, the Hazhalm Testing Grounds. There, through forbidden alchemy, different creatures were synthesized daily, creating new lifeforms... Those artificial creatures are Chimeras... in other words, they're hybrids. Lamiae, Pook, Meloe, Hydra, Mandragora... The creatures that came to life there are countless. That place was a hall of great knowledge, rivaling even the work of the gods... What do you think of this story? It's romantic, isn't it?

Pick up! The reason why no one showed up to see Karababa off

Karababa was greeted by Amina and the others upon his arrival in the Empire, but when he returned home, no one showed up to see him off. It seems that Karababa, upset that he couldn't arrange a meeting with the Empress, went on a rampage using Magic at a dinner party hosted by the Vizier. Furthermore, according to the King of Hearts, Karababa audaciously attempted to steal The Astral Candescence on the day of the banquet. However, he was thwarted by the Empire's elite unit, The Serpent Generals (→P.364), and his plan failed.



↓ Without fear of escalating into an international issue, he acted as he pleased. After causing a scene, Karababa returns home.

Aht Urhgan M24 L "Demons and Fiends"
Aht Urhgan M25 "Gears of Fate"

Related

The Little Devil Returns Home

According to Abquhbah, the head of human resources at Salaheem, Karababa, who recently concluded a meeting with the Vizier, is now preparing to return home. The Adventurer hurried to the port in the Imperial City, where Karababa and the King of Hearts were waiting. Karababa reveals that the purpose of her visit was to gather material to stir up international debate condemning the Empire. Convinced that The Astral Candescence posed the greatest danger, she tasked the Adventurer with infiltrating the heart of the Imperial Palace to gather information about it.

← To collect payment for the previous escort services, Naja sends the Adventurer to Karababa.

→ Karababa instructs the Adventurer not only to investigate The Astral Candescence but also to make contact with Aphmau.

Conversation: Karababa orders an investigation into The Astral Candescence

Karababa: It turns out that the most dangerous thing in this country is indeed "The Astral Candescence."
King of Hearts: Zan★Nen★Dee★Su! Karababa: Samayesta Paladin, you just got here this evening! Good! Sorry, General! Karababa: No, it would have been better if it had failed. I wonder what would have happened if that powerful Astral wind had hit the Great Tree of the Holy City... Is that okay? The plan is to establish a reputation in the Empire, get closer to the heart of the Imperial Palace, and gather information about The Astral Candescence.

Aht Urhgan M26 "Seal of the Demon Serpent"
Aht Urhgan M27: "The Disappearance of the Noble"

Related

The disappearance of Aphmau

Just as the commotion surrounding Special Envoy Karababa had settled down, a letter from Razfahd arrived at the Salaheem Company, summoning the Adventurer to the Imperial Palace. Razfahd immediately told the Adventurer who had visited the Imperial Palace, "I have a request for you, as I consider you an excellent mercenary," and left the explanation to Raubahn, the captain of The Immortals. According to Raubahn, Aphmau disappeared from the Imperial Palace with Menjin to search for Ovjang, who went missing a few days ago. The Adventurer, tasked with finding her, heads to Aydeewa Subterrane to join Rishfee, who has already begun the search for Aphmau.

↓ Instead of Razfard, who went to speak with the generals, Raubahn entrusts the search for Aphmau to the Adventurer.

"The Vizier's request is none other than this: It's the search for the puppeteer Aphmau."

Conversation: Raubahn's Order

Amina: We believe he went to Aydeewa Subterrane to search for one of his dolls, Ovjang. Our reasoning is based on the fact that another doll, Menejin, is also missing, and it appears that Aphmau took it with him. Raubahn: We have already dispatched a person named Rishfee. However, I'm not at all comfortable with him going alone.
Amina: If he learns that The Immortals have come for him, Aphmau might go into hiding and not come forward.
Raubahn: This is an order from the Vizier. Proceed immediately to Ediwa and join Rishfee of The Immortals. Split up and search for Aphmau.

Pick up! Aphmau as a child

At the Temple of Warara, Master Nadiyu shares stories about Aphmau's past. From that story, it becomes clear that Aphmau was a member of the imperial family of Aht Urhgan and was placed in the Temple of Warahara during his childhood. At the same time, it becomes clear that Ovjang was an automaton inherited from his mother, and Menegin was inherited from his brother.

↑ When the previous Empress passed away, Aphmau was taken from the Temple of Walara to the Imperial Palace.

Pick up! Gessho's scheme

Gessho is a spy from the eastern countries currently at war with the Empire. His visit to the Jade Sepulcher was aimed at informing Mamool Ja and his allies that the Empire was planning to resurrect the "Legendary Iron Gigas" to destroy its enemies, and to form a united front with them against the Empire. He lied at the Warara Temple to keep the Adventurers away from Mamook because he feared his true identity would be revealed. The culprit who attacked Rishfee in the Jiwara Cave was also Gessho, who was trying to prevent anyone from seeing his true form.

Aht Urhgan M28: The Ancient Temple's Connection

Related ——

Rishfee, who was attacked

In Aydeewa Subterrane, Rishfee had been attacked by someone and had lost consciousness. When he regained consciousness and was questioned, he reported that while there was evidence of Aphmau and her group visiting Aydeewa Subterrane, they had already left the cave. Rishfee, convinced that their destination must be the Walara Temple in the Imperial City, urgently asks the Adventurer to apprehend Aphmau and the others.

↓ Wawalun and his gang are the first to find Rishfee collapsed and search his body, wondering if he's hiding any treasure.

↑ Rishfee, who has just woken up and is still groggy, tells the Adventurer to return to the Imperial City ahead of him.

"There's no doubt about it... I'm sure they're there."

Aht Urhgan M29 "Girl's Puppet"

Related ☐ Aht Urhgan M36 "The Tengu's Eye" (→P.203)

After witnessing the barbarians' gathering

When the Adventurer visited the Temple of Warara, Gessho and Rishfee also appeared there shortly after. After telling Aphmau, who was in the Seal Chamber, that he had seen Ovjang on Mount Zhayolm, Gessho set off for Mamook, claiming it was for official business. However, Rishfee saw through his lie and predicted that Ovjang was in Mamook.

Deep within Mamook, in the Jade Sepulcher, the group stumbles upon a meeting between Mamoujiya's leadership and Gessho. They were discussing the "Legendary Iron Gigas" that the Empire plans to revive. Upon spotting the Adventurers, they entrusted their fate to the Dragon Rider King, Gahija.

← Aphmau tells the Adventurers who came to fetch him that he won't return until Ovjang is found.

→ As Rishfee had predicted, Ovjang was among the barbarians gathered at the Jade Sepulcher.

"It's the one we've been looking for... that guy."

Conversation: Aphmau's destination

Rishfee: Unfortunately, Aphmau is no longer here. Just as we suspected, there were fresh footprints of Aphmau and Menegin scattered around here. It was clear that they stopped by here... But it seems there was no sign of Ovjang's involvement. ..... Why? We had just found footprints indicating that he had given up and trudged out of the cave... And then, this is what happened... But it's okay. I have an idea where to go. It's the Warara Temple. There's no doubt about it... I'm sure he's there.

Conversation: Barbarians wary of the Gigas

Moraja: "... No way... No way! That Aht Urhgan... Iron... that legendary Iron Gigas... ...planning to resurrect him?"

Gessho: I have no proof, but...

Moraja: "What a terrible thing! ..... The Gigas of Iron ..... The machine that... engulfed Aradjiah in flames... It can't be... They... They... ..... Do they intend to attack us ..... and wipe us out ..... completely ..... or what .....?"

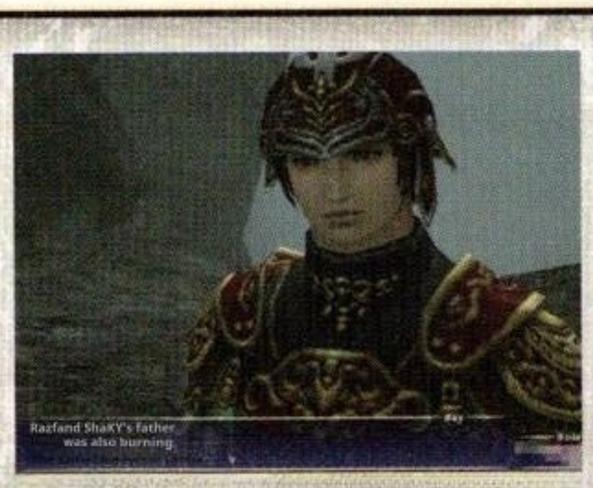
Gulool Ja Ja: "Moraja!! ..... Don't lose your composure. ..... In front of the guests ..... It's embarrassing. ..... Are you still ..... the king of your clan?」

Pick up! The painting "Judgment Day"

The painting of "Judgment Day" on the Ashu Talif depicts the battle between the Iron Gigas Alzadaal and the Dark Rider 900 years ago. Their deadly battle is said to have caused catastrophic changes, robbing the land of night for a full year. The Alzadaal Undersea Ruins scattered across various regions are actually the fragmented remains of the iron Gigas from its battle with the Dark Rider. The pillars show signs of rotation and expansion (→P.195) because the entire ruin complex originally had a different shape.

Pick up! The story of the Empress's succession

Razfahd, the eldest son of the previous Empress, was originally slated to succeed her. However, one day, he was critically injured on the eastern front. The only way to save Razfahd was a blood transfusion from a magical creature, which resulted in him gaining a non-human body. Therefore, the previous Empress chose his sister, Aphmau, as her successor instead of Razfahd. From then on, Aphmau governed behind the scenes, and when she appeared in public, she entrusted the role of Empress to Menjin.



↑ In the land of Perikia, Razfahd reveals the truth about the Empress's succession to Aphmau for the first time.

Aht Urhgan M30 "Pirate's Profit" "The Coming and Going of Dark Clouds"

Aht Urhgan M31

Related ○ Aht Urhgan M35 **"Legacy of a Lost Nation" (→P.202)**

The Final Moments of the Young Blue Lion

Despite defeating Gahija, Luzaf and his familiar Flit suddenly appeared and kidnapped Aphmau and her dolls. Immediately afterward, sensing a large horde of barbarians approaching, Rishfee sacrifices her life to help the Adventurer escape from the Jade Sepulcher.

The Adventurer meets Amina on Dubukka Island, where they have come to track down Luzaf. While showing her grief over the death of her comrade Rishfee, she instructs the Adventurer to search for Aphmau and the others in Perikia.

"The Day of Judgment" ..... "

← On the ghost ship where she was taken, Aphmau sees a painting depicting the "Day of Judgment" from 900 years ago.

→ Amina asks the Adventurer to find Aphmau, for the sake of the fallen Rishfee.

Conversation: Luzaf talks about the Day of Judgment

Ovjang: Excuse me, what did you say?!

Aphmau: Yes, probably... "Judgment Day"...

Luzaf: ... This guy surprised me. I can't believe you know the theme of that painting.

Aphmau: Admiral Luzaf!

Luzaf: ... Hmph. Don't worry. I won't eat you.

Aphmau: .....。

Luzaf: As you say, that painting depicts the Day of Judgment that occurred in this land about 900 years ago... In the West, it's known as the year when the supernova Gordeous took away the night... the first year of the Crystal Era (C.E.).

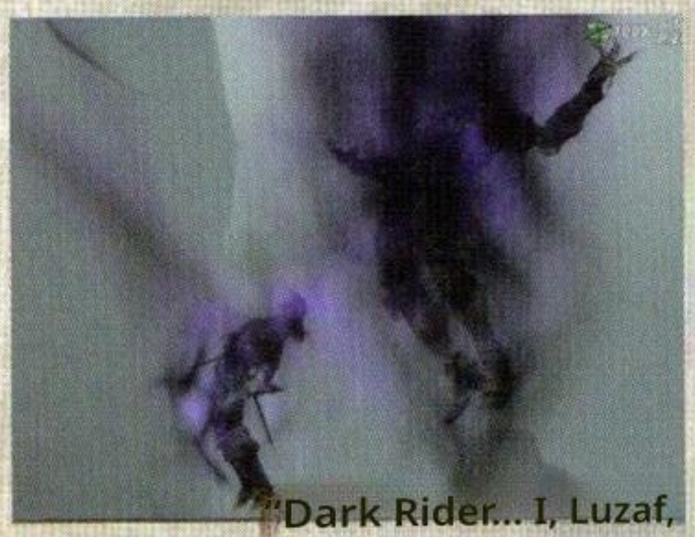
Aht Urhgan M32: The Hour of the Ogre

Related ○ Aht Urhgan M35 **"Legacy of a Lost Nation" (→P.202)**

The Truth about Empress Nashmeira II

In Perikia, Razfahd was searching for Aphmau, drawing the attention of the savage Lamiae. Upon hearing the flute's enticing call to the Lamiae, Luzaf tells Aphmau that 200 years ago, the Imperial Army also used Chimeras—Lamiae—to wipe out Luzaf's comrades.

Aphmau, whom Luzaf had brought to Razfahd, bluntly stated that using the evil Lamiae was against humanity. During the argument, it is revealed that Aphmau is actually Empress Nashmeira II. Immediately afterward, a Dark Rider suddenly emerged from the body of Luzaf, who was burning with rage against the Empire. As soon as the knight buries the Lamiae, Luzaf loses consciousness. Still defiant against Razfahd, Aphmau ordered Flit to take both him and Luzaf to Ashu Talif.



↓ The Dark Rider depicted in the painting "Judgment Day" emerges from Luzaf's body as he explodes in rage against the Empire.

"Dark Rider... I, Luzaf, offer you my thanks!"

Conversation: Reproaching his brother for pursuing the path of conquest

Aphmau: Using Lamiae is wrong in everyone's eyes. It goes against Father's teachings... doesn't it?

Razfahd: ... Aphmau, the time will come when you understand.

Aphmau: My brother is always like that... When it comes to important matters, he treats me like a child. But he just tells me to do as he says... And yet, you try to force the responsibilities of the Empress onto me...

Razfahd: Nashumera!!! You're far too unprepared to be Empress. No king, no matter how powerful, can make his subjects bleed without soiling his own hands and his own conscience. Why don't you understand that?

Pick up! "The Sneaky Duzah"

Since the incident in Perikia, the Empire has mobilized The Immortals to search for Luzaf. They have also issued a wanted notice for Luzaf under the fictitious name "The Sneaky Dozaf" to encourage civilian cooperation. The reason for issuing the warrant under the name of Duzaf instead of Luzaf was that, if news of Luzaf's resurrection were to spread, it was believed that this would likely cause unrest among the former Iflamad residents, potentially escalating into riots.

Pick up! The Pact with Odin

Two hundred years ago, just before his death, Luzaf made a pact with Odin. In exchange for reviving Luzaf at the right time, he would take revenge on the Empire and then, as Odin's avatar—the Dark Rider—he would slay Alexander. Alexander is the savior of the Empire, who is said to be reborn within the Gigas of Iron. The resurrected Luzaf, while allying with the barbarians, has also been actively seeking out Ovjang and Menegin, who have a deep connection to the Gigas of Iron. He promised to resurrect him if they came close.

↑ Odin told Luzaf that the "Day of Judgment"

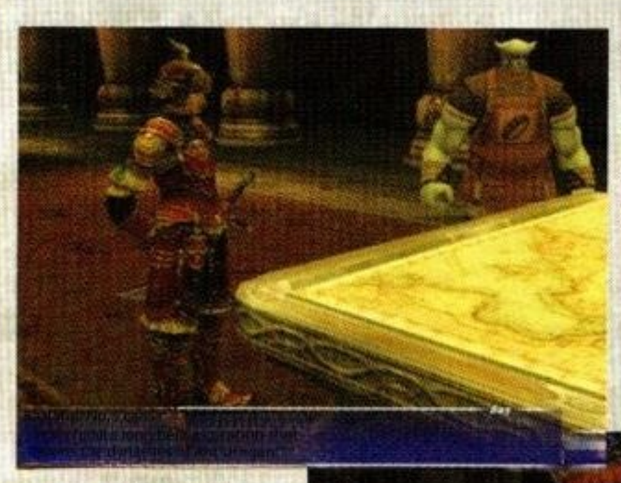
Aht Urhgan M33 "Castle in the Sand"
Aht Urhgan M34 "For calculating bobcat pelts"

Related Aht Urhgan M40 "Unraveling the Reason" (→P.204)

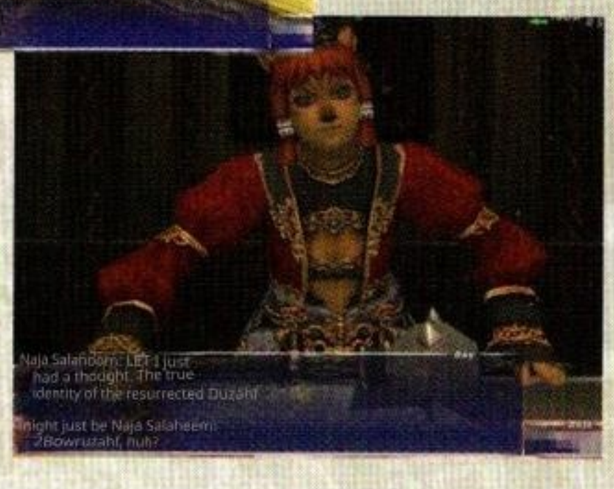
The Empire's advancing conspiracy

Upon returning to the Imperial Palace, Razfahd receives news that the new model of The Astral Candescence has been completed. Razfahd rejoices, believing this will bring the Gigas back to life, but Ghasad informs him that the control unit for The Astral Candescence cannot be made. At that moment, Razfahd realizes that the device's design plans are hidden in Galdios.

Meanwhile, in the Imperial City, a devious individual named Duzaph was wanted by the authorities. Believing that Luzaf was the true identity of Duzaf, Naja immediately dispatched an Adventurer to search for Ashu Talif, aiming for the substantial bounty.



← Ghasad completed a new version of The Astral Candescence to replace the lost one, which would power the Gigas.



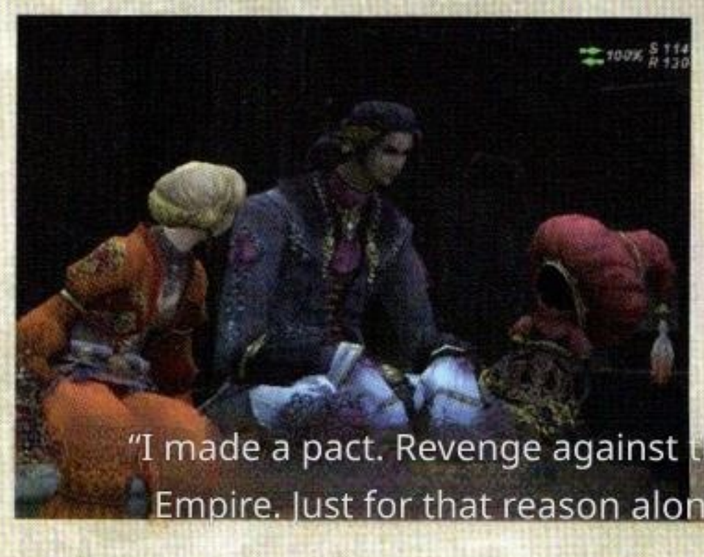
→ Because it's often seen near the sea, Naja realizes that Luzaf is the true identity of Duzaf.

Aht Urhgan M35: "Legacy of a Lost Nation"

A shared connection on board the ship

Thanks to Aphmau's care, Luzaf managed to regain consciousness and began sharing his story with Aphmau. According to the story, Luzaf is bound by a pact with Odin to fight Alexander as a Dark Rider after avenging the Empire. However, through his connection with the current Empress, Aphmau, Luzaf had already lost his hatred for the Empire. Given a new purpose by Aphmau to restore the Kingdom of Ephramad, Luzaf decides to break his pact with Odin.

At that moment, an Adventurer infiltrated the interior of Ashu Talif. Seeing Aphmau desperately protecting the Adventurer, Flit suggests to Luzaf that, in exchange for letting the Adventurer go, the Adventurer should guard the treasures of Iflamad hidden in Talacca Cove.



↓ Having opened his heart to Aphmau, Luzaf was once the guardian of Iflamad He made a pact with his guardian god, Odin. He talks about that contract.

Conversation: What lies hidden in Gordios

Razfahd: Nashmeira is foolish. ...But perhaps the Empress's blood runs strong after all. He's been showing an unusual interest in that one since he was a child.

Ghasad: ! No way... That Gordios?

Razfahd: That's what they mean when they say it's darkest under the lighthouse.

Ghasad: But even if that's true, no one has solved that mystery in the hundreds of years since Warara's death. Razfahd: Don't worry. ... There is a way. We must hurry. The Day of Judgment is drawing ever closer...

Conversation: The future Aphmau envisions

Luzaf: I realized it. No, perhaps I should say I was made aware of it... What I hated was the Empress who destroyed the kingdom... and the Empire she ruled... the Empire of the time I lived in. There's no one in the current Empire to take revenge on, and it's certainly not you, Aphmau. It's a shame, isn't it? Up until now, I was only thinking about revenge, but I've lost my way...

Menegin: ... It's pathetic ...

Luzaf: What?!

Aphmau: You must still have the dream of reviving the Kingdom of Ephramad!

Pick up! Gessho's actions

Gessho's purpose in visiting the Near East was to investigate the secret strategy the Empire was preparing and to form alliances with the barbarian tribes. As a result, he realized that The Astral Candescence and the dolls were the key to the secret plan. However, due to a lack of trustworthy individuals, the alliance with the barbarians ultimately failed to materialize. During this time, Gessho met Luzaf and, recognizing him as a principled and courteous individual, formed an alliance.

Pick up! What is Flit's scheme?

Flit gave Gessho, who had formed an alliance with Luzaf, an order, falsely claiming it was a message from Luzaf. The order was to recover the treasure from Talacca Cove and, if any Imperial mercenaries targeting the treasure appeared, to strike back. Flit's plan was to issue this order and then send an Adventurer to Talacca Cove to be eliminated by Gessho.

Pick up! The reason for knightly investiture

The condition for Luzaf to fulfill his contract and become a Dark Rider is to "quench his anger toward the Empire." He reconciled with Empress Aphmau and worked with her to restore the Kingdom of Ephramad. Since his "wrath against the Empire had already been quenched," he was appointed as a Dark Rider. As a result, the "Day of Judgment" approaches, when the Gigas of Iron and the Dark Rider will clash, and the world will be consumed by fire.

Aht Urhgan M36 "The Tengu's Eye"

Related

An unexpected attacker appears

To their surprise, Gessho was found in the treasure's hiding place. The Adventurer, who fended off Gessho's sudden and unprovoked attack, learns that Gessho is a spy from an eastern land and is now allied with Luzaf. As they discuss the situation, Gessho realizes that this incident is part of Flit's plan to eliminate the Adventurer who stands in the way of Luzaf becoming a Dark Rider. He tells the Adventurer that Aphmau's life is in danger and urges them to hurry to the Hazhalm Testing Grounds, where Luzaf and his group have gone.

← Gessho briefly expresses gratitude for the Adventurer's help thus far, then lunges to attack.

→ After being defeated by the Adventurer, Gessho explains that Flit ordered him to retrieve the treasure.

Aht Urhgan M37 "Path of Asura"

Related Aht Urhgan M36 "Promotion Exam: Captain" (→P.369)

The ordination ceremony that took place

When Odin appeared at the Hazhalm Testing Grounds, Luzaf asked him to break the contract, but Odin refused. Flit tells Luzaf that the only path left for him is to kill Aphmau and vent his anger toward the Empire. Upon seeing the Adventurer who had appeared there, Luzaf realized that Flit had been plotting on his own and eliminated him. Luzaf then lunged at Odin, but the contract was fulfilled, and he was appointed as a Dark Rider. At that moment, Razfahd appeared and apprehended Luzaf. Furthermore, Aphmau is stripped of her authority as Empress for abandoning her duties and acting in concert with Luzaf. Aphmau secretly gave the Dagger of Luminous Metal to the Adventurer, instructing them to deliver it to Naja, and then helped the Adventurer escape from the scene.

↓ Razfahd, who had stripped Aphmau of all his authority as Empress. He declares war on the four kingdoms of Altana through the Adventurer.

Conversation: Gessho realizes the scheme

Gessho: Regarding this matter, wasn't it Fritsu's and your own decision...? However, what I can't agree with is the motive behind keeping you away from Lord Ruzafu and even trying to have me kill you... Oh, that's it!! Couldn't it be that Lord Furitsu actually wanted Lord Ruzu to go to that so-called Hazarum test site? And the reason he tried to keep you away and, if possible, bury you, is undoubtedly because anyone protecting Lord Afumau would be a hindrance. The path of a snake is called a snake. As a ninja who lives in the Darkness, I am confident in this prediction. I saw that if we don't hurry, your lord's life will be in danger.

Key Item: Radiant Gold Dagger

The Spirit Silver Dagger given to him by Nashmeira.
The handle is adorned with shining metal,
and a cameo featuring two serpents is set into the pommel.

A dagger imbued with Aphmau's plea for Najah's help. As revealed in the sequel to Aht Urhgan 036 "Promotion Exam: Captain" (→P.369), Aphmau has been conveying his feelings to Naja by gifting her this dagger.

Pick up! The key to solving Gordios

Gordios is a device that conceals the blueprints of an iron Gigas, and it is said that no one has unraveled it since the death of the sage Warara. However, Aphmau's mother, Jubril, a scholar-monk renowned for deciphering complex Varalar texts, managed to unravel the device's secrets. Having gained programming knowledge from the blueprints, she not only modified Menegin so that anyone could easily operate it, but also installed a "program to unravel Gordios" in both Menegin and Ovjang.

Pick up! Voices from the twin dolls

When Razfahd attempts to unravel Gordios, voices emerge from Menegin and Ovjang—those of the original owners of each doll. The voice emanating from Mnejing belongs to the former Empress Jalzahn, who praises those who attain the power of the Iron Gigas. On the other hand, the voice emanating from Ovjang belongs to Jubril, Aphmau's mother, who demands that the program to unravel Gordios be halted.

↑ The voices coming from the two dolls had been pre-recorded by Jubril.

Aht Urhgan M38: Omen of War

Related ——

Those who seek to unravel Gordios

Razfahd and Ghasad are finalizing the plans as the completion of the Iron Colossus, the key to summoning the Imperial Guardian, Alexander, draws near. Upon learning that the key to unraveling Gordios is hidden with Menegin and Ovjang, Razfahd orders Aphmau, through Amina, to release the key program.

Meanwhile, the Adventurer who had given the Dagger of Luminous Steel to Naja joined forces with the envoys from the three kingdoms, including Travialce. They learn that a four-nation military conference, which has not been held since The Crystal War, is to be convened soon.

← Razfahd expresses his deep emotions as the resurrection of the Iron Gigas, something that no Empress before him could achieve, draws near.

→ The three nations each grasped the true situation of the Empire and were preparing for battle against it.

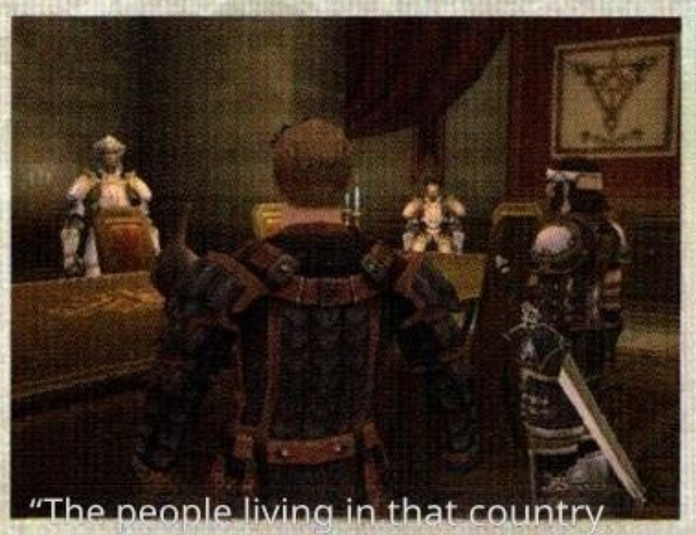
Aht Urhgan M39 "Confusion in the Alliance"
Aht Urhgan M40: The Unraveling Reason

Related ——

The outcome of the fruitless meeting was

The Empire, which has manufactured the Iron Colossus and made clear its intention to engage in combat with other nations. And then, the battle between the Iron Colossus and the Dark Rider—meaning the return of "Ragnarok," which brings about a global cataclysm. The Four Nations Military Conference held in Jeuno was deeply divided over these issues. Naji, a Mithril Musketeer who had escorted the Adventurer to the conference hall, proposed a plan for a peaceful resolution without fighting the Empire: rescue Luzaf to prevent Ragnarok, and then restore Aphmau as Empress.

Around that time, Razfahd succeeded in unlocking the programs for Menjin and Ovjang within the Imperial Palace. The Gordios knot was severed, and all preparations were now in place to complete the Iron Colossus.



↓ The strategy that Naji bravely proposed was unanimously adopted, and the Adventurer was chosen as one of the members to execute it.

■ Conversation: Razfahd remembers Aphmau's mother

Razfahd: When I was a child, I accompanied that woman during her side shows and learned how to operate puppets, but... Thanks to the device she installed that taught the puppet behavioral patterns, even as a beginner, I could make Menegin move as if it were alive.

Ghasad: It's programming, isn't it? To be honest, I was amazed when I saw that.

Razfahd: Who would have thought that the truth was hidden in what she casually said at that moment... "Everything is a gift from Gordios," huh...

■ Conversation: The light brought to the meeting

Naji: I was listening to the discussion, and I was thinking... I was thinking that maybe this Luzaf guy doesn't want Ragnarok...

Ayame: Naji! Know your place!

Naji: And Aht Urhgan's Empress shares Luzaf's views... am I right? If that's the case, there's no need to openly engage in conflict with the great nation of Aht Urhgan, is there? If we secretly rescue Luzaf, we can at least prevent that Ragnarok phenomenon. There might even be a chance to restore the Empress to power. Besides, in Aht Urhgan, Ayame and I saw... The lives, smiles, and tears of the people living in that country...

Pick up! Why Naja appeared

After receiving the Radiant Dagger from Aphmau, Naja dispatched her staff to independently investigate the situation on Nyzul Isle. Then, after informing Aphmau that the block believed to house the Iron Colossus was tightly sealed, Naja herself infiltrated Nyzul Isle. There, she stumbled upon an Adventurer who had been ambushed by Amina and was stuck, and she joined the fight.

Pick up! Razfahd's Justice

The Empire is utterly exhausted from its longstanding battles with eastern nations and barbarian tribes, and the people of the Imperial Capital are destined to eventually succumb to starvation. Razfahd has thus far dedicated himself to bringing peace to the Empire. He resurrected the Iron Gigas that had destroyed the Alzadaal dynasty 900 years prior, aiming to restore the Empire's prestige through force—all with the sole purpose of protecting its 10 million citizens. He was determined to save the Empire, even if it meant leaving a tarnished legacy for future generations.

↑ Razfahd, who loves the Empire, uses the power of his will to prevent Ragnarok from breaking out.

Aht Urhgan M41 "Light of Judgment"
"Aht Urhgan M42" "Into the bosom of Gigas"
Aht Urhgan M43 The Blue Lion's Final Moment

Related ——

The Blue Lion awaiting on Nyzul Isle

Aboard the high-speed Airship Endymion, the Adventurers began their mission to rescue Luzaf. However, the Airship is easily shot down by a beam fired from the completed Iron Colossus. The Adventurer, having narrowly escaped, meets up with Rodin Comidin in the Imperial City and learns that Luzaf has been transferred to Nyzul Isle. Upon rushing to Nyzul Isle, they found Amina waiting there, intent on eliminating the Adventurer. The Adventurer, with the help of Naja who had rushed to the scene, managed to drive Amina back. However, upon seeing Raubahn, Naja judged the situation to be unfavorable and decided to retreat from the area for the time being.

↓ Unleashing the power of the Blue Mage and becoming a monster
To the transformed Amina, Raubahn
He delivers the final blow with his own hand.

Aht Urhgan M44 "The Girl's Resolve"
Aht Urhgan M45 "Ragnarok"

Related ——

The Resurgent White God and The Dark God

Upon returning to the Salaheem Company, Aphmau was there. She resolves to convince Razfahd to stop the Iron Colossus and asks the Adventurer to accompany her.

Aphmau visits Gigas and tries to warn Razfahd about the horror of Ragnarok, but Razfahd ignores her and moves to eliminate the Adventurer. In the midst of the battle, the guardian deity Alexander descends upon Gigas. Although the Adventurer's valiant efforts bring Gigas to a halt, the colossus starts moving again and pierces Aphmau with a beam of light. In a fit of rage, Luzaf unleashed the power of the Dark Rider, and Ragnarok was about to break loose. But Razfahd, with his last ounce of strength, managed to shut down Gigas. Luzaf also regained control of himself, and the crisis in Vana'diel was averted.

● Having regained his senses, Luzaf hands over his life to Aphmau, entrusting the future of the people to her, and departs for the Underworld.

"I wanted to talk to you more..."

■ Conversation: Unexpected reinforcements arrive

(Naja suddenly appears and defeats the enemy Amina sent to the Adventurer) Naja Salaheem: Heh heh ♪ Hee, hee, hee... For a single prey of this level, it's 50 Aht Urhgan gold coins... So, for your help just now, that'll be 150 Aht Urhgan gold coins!!

Amina: Naja! What are you up to?

Naja Salaheem: That's my line. You see, my company invests a lot in training. If you destroy them here, we'll suffer a huge loss!

Amina: ... If you defy me, your company will be in danger.

Conversation: Farewell with Luzaf

Nashmeira: Luzaf ..... Luzaf:
You have a future. No, it's not just you... the people of the Empire, the people of Iflamad... you have to carry everyone's future... Nashmeira: Don't go...! Then, you should come with me too... Luzaf: You're not alone. There are beloved soldiers and citizens. There are also Adventurers you can rely on...

Nashmeira: Yeah, that's right... Just leave everything... to Mau! Luzaf: Hahaha... That's the spirit, Aphmau. ...Oh, I can see the sea! Interesting. This time, the battlefield seems to be the Sea of Hell. (Vanishes, enveloped in light)

Scenario Staff Q&A

Q&A with the Scenario Staff

~Treasures of Aht Urhgan~

Q How was the production of "Treasures of Aht Urhgan" divided among the team?

I, Ogawa, was in charge of direction and map creation. Saito, Koya, and Takahashi are responsible for creating the cutscenes, while Iwako, as the person in charge of the "FF XI" world, reviews the entire project.

Q Could you share the concept behind the creation of "Treasures of Aht Urhgan"?

Ogawa: The initial idea was to make the entire "Treasures of Aht Urhgan" feel like a "big treasure island" where players could explore and enjoy a variety of activities. With that in mind, we worked together to develop specific settings and a story, making sure to include elements that were different from what had been in "FFXI" up to that point.

Iwako: Our previous game, "Chains of Promathia," featured a profound story that explored grand themes. So, in "Treasures of Aht Urhgan," we shifted our focus, reduced the number of main missions, and included episodic content like Mercenary Quests and Assaults. This allowed us to explore the new adventure setting of Aht Urhgan from various perspectives. We also made sure to include plenty of adventure and humor to keep the story from getting too serious.

Takahashi: Overall, the theme was "something incredibly romantic and exciting, like the Arabian Nights," so the development process was enjoyable.

Q With the Near East as a new setting, what aspects did you pay particular attention to compared to previous Missions?

Iwako: We put a lot of effort into making players feel that this is a country with a completely different culture from the Altana nations, which had been the setting up until then. We also had Raifaru and Karababa discuss the current situation in the Near East. We thought that, as residents of the Three Kingdoms, they would understand the different cultures from a perspective similar to that of the player, making their explanations easier to grasp. In Aht Urhgan M06 "Tōfū," the scene where the leaders of the Altana nations discuss Aht Urhgan was also intended to highlight Aht Urhgan's international standing from their perspective. Ogawa: Regarding the map design, we aimed to elevate everything to a higher rank than before, including the sky's appearance and forest scenery, while keeping in mind that the continent itself is different from the previous setting. The map structure also differs from the relatively simple layouts of the past. By intentionally making the connections between maps more intricate, we've designed it so that players can gradually learn the layout as they progress through their adventures.

Q Naja and Abquhbah, who appeared in Atorgun Mission, are very comical and memorable characters. How did they come about?

Iwako: I wrote their lines, but it's thanks to Saito that they became such rich characters (laughs).

Saito: He told me to make the players laugh, so I went ahead and did just that (laughs). It was fun to create them because the characters took on a life of their own in my head—Abquhbah, who gives it his all, and Naja, who acknowledges it but keeps it to herself. In ■Aht Urhgan Q33 "Promotion Exam: Special Operations Sergeant," the motion team drew on real-life experiences to make Abquhbah fall on his pivot foot, and the sound team added a great scream. Everyone involved had a lot of fun working on it.

Kyo'ya: I also worked on adding motion to Abquhbah, and the scene that particularly stuck with me was in ■Aht Urhgan M38 "Signs of War," where Abquhbah tries to dive and catch the Morningstar thrown by Naja but fails. That moment kind of evoked the goalkeeper from a certain soccer manga (laughs).

Q How did you develop the heroine, Aht Urhgan's Empress Aphmau, and the pirate Luzaf, who becomes deeply involved with her throughout the story?

Iwao: In the countries depicted up to that point, the distance between the leaders of each nation and the player characters was quite close. This time, we decided to portray the idea that there's an impassable barrier between the royal family and ordinary citizens. We deliberately made it so that player characters couldn't enter the imperial palace freely, and even when they did, they could only speak to the Empress through a curtain. However, since the story wouldn't progress without Aphmau acting alongside an Adventurer, we gave her a character trait that makes her curious and inclined to break court etiquette, resulting in a more unconventional and adventurous personality.

Saito: For Luzaf, the Corsair admiral, we received requests to have him stand on the ship and to convey a sense of being a man of the sea, so we incorporated those elements. Also, to make him look cool, we're giving him a dual-wielding style, and we're planning his sword-swinging movements accordingly.

Q What kind of character did you create for Vizier Razfahd, Aphmau's older brother?

Saito: He's a character who doesn't just follow idealism; he understands what's ideal and what's realistic, and acts accordingly. Actually do it

Director

Koichi Ogawa

Koichi Ogawa

In addition to directing "Treasures of Aht Urhgan," he also plans new maps. His favorite is Fariry. Signature work: "Brave Fencer Musashi"

Planner

Yoshitsugu Saito

Yoshitsugu Saito

Responsible for the overall direction of cutscenes. The person behind making Abquhbah into a character akin to a comedian?
Notable works: "FFX," "Xenogears," and "Chrono Cross"

Planner

Kumiko Takahashi

Kumiko Takahashi

Responsible for The Serpent Generals-related Quests and various Cutscenes. Based on the original concept by Mr. Iwao, she refined the setting for The Serpent Generals. Notable work: "Kingdom Hearts II"

What she does may be unsavory, but I believe she's demonstrating through her actions that it's ultimately the right thing to do if it ensures the nation's stability. It's precisely because of that strong will that, as her older brother, I will continue to support my sister Aphmau with conviction.

Q: The Immortals, a unit of Blue Mages, appear as those who support the Empire from behind the scenes. Why were they given such a dark portrayal?

Saito: We wanted to make them a "dark" presence, in the sense that they handle all the Empire's dirty work. Starting from the image of the traditional Blue Mage in "FF," who uses Monster skills, the concept of absorbing Monster souls was relatively easy to decide on. In short, their story is all about "modified humans" (laughs). According to the setting, if the player character takes the hand of a member of The Immortals during the Blue Mage acquisition Quest, Aht Urhgan Q46 "Desire," they are transformed into a non-human entity and cannot return.

Q: Could you tell us why you decided to conclude the Mission's story with a showdown between Alexander and Odin?

Iwako: Among Vana'diel's eight major constellations, the backstories of Alexander and Odin hadn't been explored much in other stories, so we decided to feature them here. We finalized the setting for "Ragnarok" based on the idea that a clash between Alexander, the greatest conqueror of the ancient world in history, and Odin, the supreme god of Norse mythology, would inevitably result in a battle so massive that it would shake the world.

Saito: It was incredibly challenging to bring the scene where the two characters face off to life. We created it based on the legend of The White God and The Dark God that Palometta tells in Jeuno Q26 "Darkness." However, due in part to the large character models of Odin and the others, when they moved quickly—like throwing spears or engaging in blade combat—the game ran out of memory. However, thanks to the hard work of the entire team, the effects and music turned out magnificent, and it's something I personally remember very fondly.

Q: The Serpent Generals appear as characters involved in the "Besieged" content. How did you decide on their character designs?

Iwako: The Serpent Generals were introduced to create a sense of tension in Besieged. We only prepared simple details about their personalities and backgrounds. However, in response to the enthusiasm of players who wanted to learn more about them, we decided to add a Quest to delve deeper into their story.

Takahashi: The Serpent Generals. Iwako prepared the details for each of them during the Besieged phase.

Planner

Yoko Kyouya

Youko Kyouya

Primarily responsible for Quest-related production. The creator of the three volunteer soldiers who appear in Ria Tougun 010■ "Love Recipe" and other titles. Representative work: (This is her first work)

I expanded on the simple things I was working on when I was creating the Quests about them. For example, with Najelith, I decided to incorporate movements typical of Eastern people, such as performing archery and sitting in seiza. The motion team did a great job refining the scene where Gadaural reads the letter and then throws it away. I wrote their Quest stories around fairly familiar themes like companionship and friendship, with the idea that each of them carries something important on their shoulders. Thanks to all of you players, we've received a lot of feedback, and we're truly grateful.

Q: Also, if you have any anecdotes about the characters featured in Quests or elsewhere, please share them.

Kyoya: I created a Quest featuring the three volunteer soldiers, such as in Aht Urhgan 012 "The Night of Beginnings," and I enjoyed the relative freedom I had in developing it. Those three characters were originally created for demonstration purposes in the Assault tutorial, which I was in charge of. I gradually grew fond of them, so I had them appear not only in Quests but also in Chocobo Racing, which I'm also in charge of.

Saito: Another memorable character is Maudad, who appears in Aht Urhgan 003 "Gourmet People," among other places. During development, he was temporarily wearing a pumpkin headgear, but it made such a strong impact that we decided to keep it that way in the final product (laughs). It was precisely because we established him and his gourmet organization, the "Epicureans," that we were able to include the secret recipe of the Cooking Guild that we had been considering for a long time.

Q: Is there any chance that adventurers will be able to travel to the eastern side of the Empire of Aht Urhgan in the future?

Ogawa: I think it's quite challenging in practice, but to say the possibility is completely zero...

Iwako: I'd love to do that, though. Not just the east—we'd like to make it possible to go to space too (laughs). There's a setting where "Alexander is a satellite that fell from space," and based on that, there was initially an idea for Adventurers to travel to space as well.

Q: What are your future plans for "Treasures of Aht Urhgan"?

Iwao: Actually, the story of Aht Urhgan isn't quite finished yet. There are still many stories left to explore, such as the one Ghasad mentions in Aht Urhgan M10 "The Astral Candescence" about multiple versions of The Astral Candescence, and the related stories about the barbarians. So, I'd like to continue adding more in the future.

We've actually created proper settings for the Relic armor of new Jobs like the Puppetmaster, and we also have ideas for stories to use in Quests. Currently, it's included in the Dynamis just like other Relic armor, but I hope to find an opportunity to follow up on the story side of things.

Ogawa: I hope all players continue to enjoy the unique elements of "Treasures of Aht Urhgan," such as Assault, Besieged, the Nyzul Isle exploration command, and Salvage. The Mission has come to a conclusion for now, but I'd like to eventually develop the elements that Iwao is working on.

Planner

Kenichi Iwao

Kenichi Iwao

Responsible for the world setting of "FFXI." In addition to "Treasures of Aht Urhgan," he oversees numerous other scenarios. Notable works: "Parasite Eve 2" and "Einhänder"

FINAL FANTASY XI ONLINE: Wings of the Goddess TM

MISSION STORY GUIDE Wings of the Goddess Mission

Wings of the Goddess

Prologue

Once upon a time, there was a war in this land.

that shook Vana'diel

There was a truly massive war...

It claimed the lives of countless soldiers

It took away the future of countless young people

It took away the happiness of countless children

A dark, fleeting, and sorrowful time...

However.....

Only those who lived through the same era remember

There, too, there was indeed hope. There was Party, a group of friends who trusted each other. There were Heroes, who blazed new trails. There were Rivals, sworn enemies who acknowledged each other's strength.

And now, we are about to begin walking through the same era...

Impressive Scenes

At Batallia Downs [S]

Altana M02: "The Moment of Beginning"

Barnabas: (having found the Cavernous Maw) Lysander, Look! Take a look at that...!

Lysander: So, it's finally appeared in Batallia Downs as well. How many have we confirmed in total?

Alistair: One in Sauromugue Champaign, one in Rolanberry Fields, and the same here in Batallia Downs, so...

Barnabas: Alistair, what is it? You haven't forgotten about the reports from the various countries' armies, have you?

Alistair: ...Oh, my bad!

In total ..... 9 Cavernous Maws have been confirmed .....

Barnabas: Hahaha. I don't think you need to go that far.

Lysander: However, even though they span the Mindartia Continent and the Quon Continent, this number isn't exactly small. ..... Is this perhaps the time when the "Star of Calamity" appears?

Alistair: The heretical prophecy, you mean...?

Lysander: Maybe I'm overthinking it, but it just keeps bothering me...

Alistair: In Bastok, that was a monster the Beastmen army unleashed... or perhaps it was the Kindred? That's the rumor that seems to be spreading.

Barnabas: It seems the same is true in Windurst.

Lysander: It's because we're in the midst of war. People from any country would think the same way. They say there's no smoke without fire, but... There's not a single piece of evidence yet.

Barnabas: But when those guys showed up, and the beasts The fact that it coincides with a sudden surge in the power of the people is quite troubling.

Lysander: It seems worth looking into, but...

(Finding an Adventurer collapsed) ..... Someone!

Barnabas: He's a suspicious character, sleeping in a place like this.

Alistair: Hmm...!

(Adventurer regaining consciousness)

Alistair: You're not one of our soldiers... Name your unit and affiliation!

Lysander: Calm down, Alistair... He doesn't seem to be an enemy.

Barnabas: Hey, did you hit your head? I don't know what you were doing in a place like this, but you'd better hurry and evacuate to the city.

Alistair: Barnabas. Jeuno is currently prohibiting civilian entry, however...

Barnabas: Hmm, that's right! There's no choice. Head south from here. There, at The Eldieme Necropolis...

Alistair: Barnabas!

Barnabas: Ah, yes. In any case, it's dangerous to wander aimlessly around Batallia Downs.

Lysander: If you understand, then get moving already.

Barnabas: Shall we head back to Jeuno for now?

Lysander: Yes, I need to inform Kam'lanaut about this monster.

(Lysander and the others leave)

At the Walk of Echoes

Altana M03: "Cait Sith's Run"

Cait Sith: (gazing intently at the Adventurer she encountered) Actually, I... I've been flying around quietly, hoping this war would end as soon as possible before it leaves deep, deep scars on the world... (Talking about the plight of the human kingdoms) Hey, could you help me with my work? If we leave things as they are, a whirlwind of war will undoubtedly spread across Vana'diel, bringing with it a great deal of sorrow. But I hope that, in this era, there will be fewer tears of sorrow shed. What do you think? I know it would be completely voluntary, but would you consider my request?

(Adventurer nods)

Cait Sith: Oh, I'm so happy! You're so kind to accept I can't believe you're doing this. I'm counting on you. The future of humanity rests primarily on your shoulders! ...Oh! Right, I forgot to mention the "Dawn Divine Soldier." The Dawn Divine Soldier is said to appear in times of war and save the world from crisis. Could it be a hero? Or perhaps a saint? I don't know what they're like, but I wonder if they'll appear in this era? I'll be using this mustache antenna of mine to search for Shinpei as I walk around. Oh, I'm so busy, so busy... Oh? I haven't introduced myself yet, have I? My name is Cait Sith... I think we'll meet here again soon. Until then, please do as you like ♪ That's all.

In La Vaule [S]

Altana M07 "Skyblaze"

Ragelise: (swinging at Odral, who lured the Adventurers into enemy territory) I thought it was strange. You're way too well-behaved for someone from the Scarlet Falcon Corps.

Odral: ..... Don't do it.

Lilisette: (sensing someone's presence) !? ??? : Bang ♪ (fires a light projectile at Ragelise) Ragelise: Guahhhh...!!

Odral: But you intruders, get lost. Portia: Lady Ragelise!!

Lilisette: (looking at Aquila, who had teleported) !! Odral: Aquila... you're late.

Aquila: I'm sorry! I got lost on the way, you see~

Lilisette: ...What's wrong with you guys?!

Odral: ...Well, this is... I apologize for my actions. I am one of the Four Guardians of the Underworld, directly serving Lady Lilith. Lilisette: !?

Portia: What?!

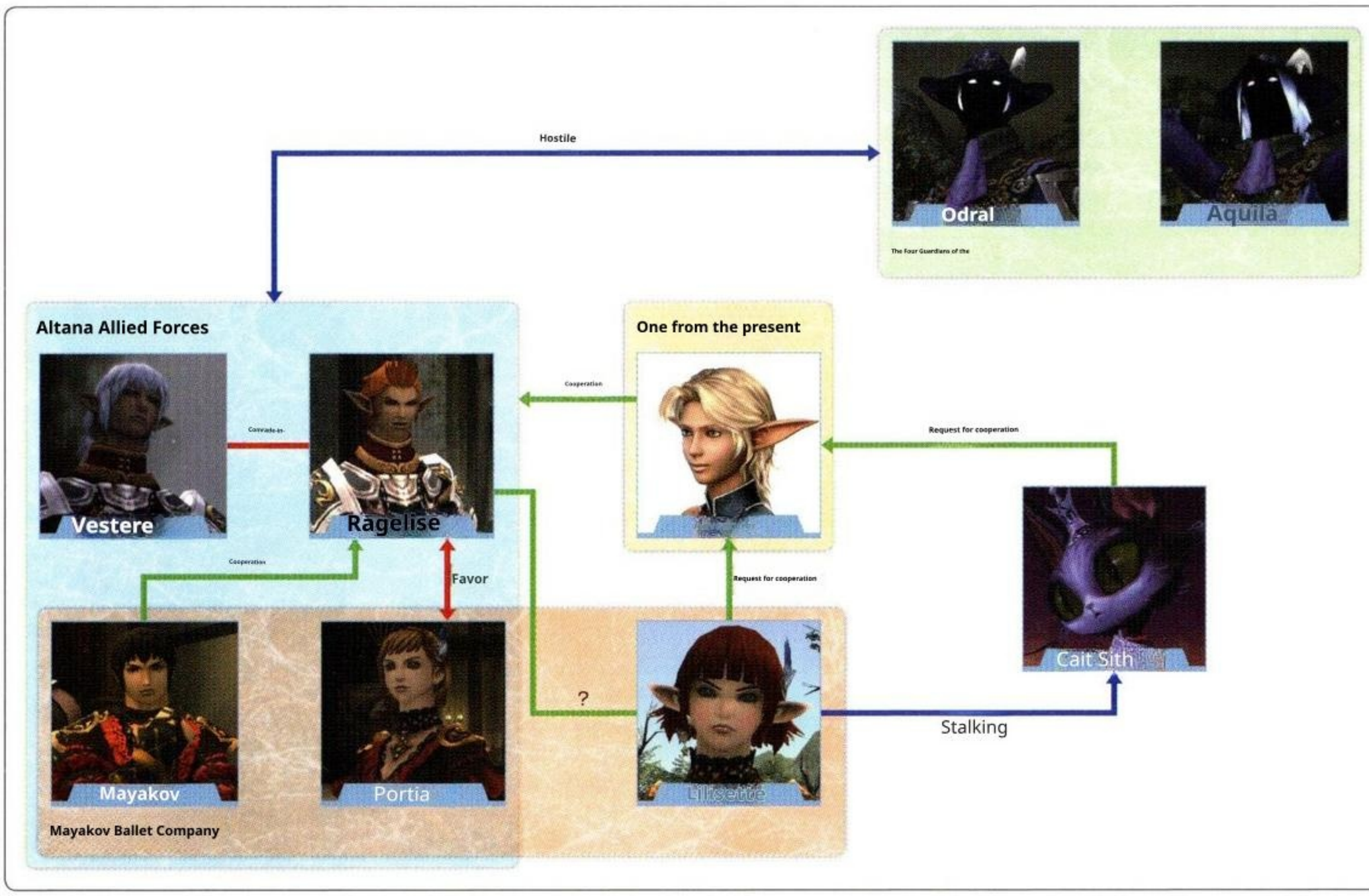
Odral: (revealing his true identity) Odral, Commander of the Rust Falcon Knights...

Aquila: Likewise, I'm Aquila, the captain of the Skeletodragon Imperial Guard. Nice to meet you!

Odral: I've come to escort you by order of our great leader, Lady Lilith... (looks at the Adventurer) but it seems you've brought some rather unusual escorts. Aquila... I'll leave that one to you. Treat them with the utmost courtesy and then release them.

Characters

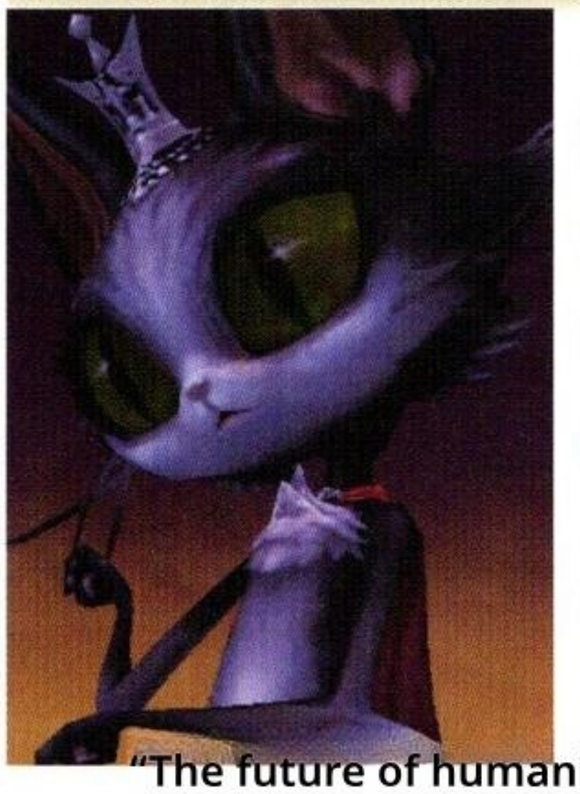
Wings of the Goddess Mission



Small Beastmen with the power to travel through time

Cait Sith

Cait Sith



Main appearance scenes

E Altana M01

"Forgetting Mouth"

Altana M03

"Cait Sith's Run"

Altana M06

"Butterfly on a Branch"

L'Altana M08

"Daughter of Eternity"

Main location:

Walk of Echoes

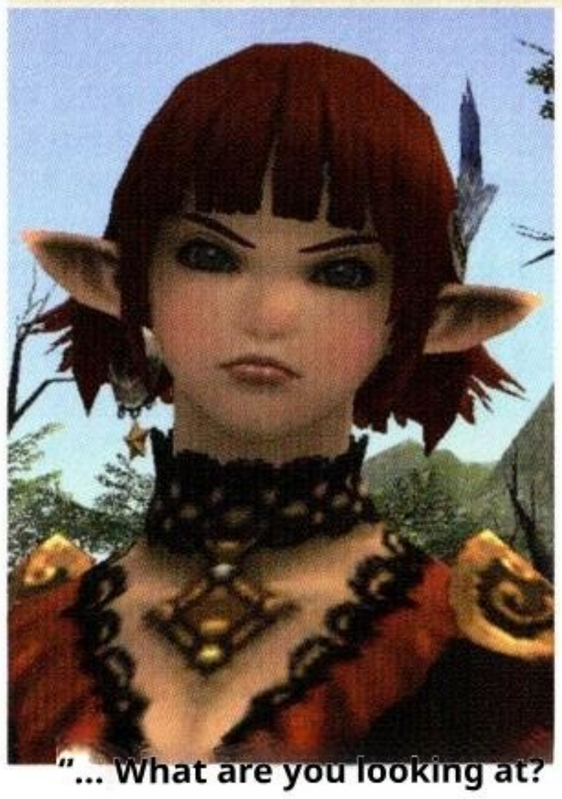
"The future of humanity rests primarily on Ahrta's shoulders!"

Beastmen with cat-like appearances, adorned with crowns and capes. She encounters the Adventurer in the mysterious realm of the "Walk of Echoes" and asks for their help in reducing the tears of sorrow shed in The Crystal War. To that end, it seems they are also searching for the legendary Warrior, the "Dawn Divine Soldier," who appears in times of war. It's very talkative and speaks with a unique, theatrical tone, making it hard to tell if it's serious or joking.

A playful, bouncing butterfly Dancer

Lilisette

Lilisette



Main appearance scenes

Altana M05

"Crown Beast, Reborn"

Altana M06

"Butterfly on a Branch"

Altana M07

"Skyblaze"

Altana M08

"Daughter of the Horizon"

Main location:

East Ronfaure [S]

"... What are you looking at? Is a long-eared Hume really that rare?"

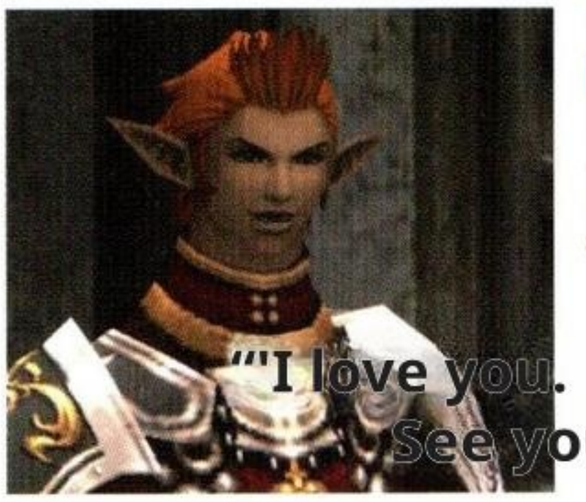
A beautiful Dancer who belongs to the renowned "Mayakov Dance Troupe" of the Vana'diel Past. She had only just joined the dance troupe, but she quickly rose to prominence and became its top star. She doesn't reveal much about her background, except that she's a half with an Elvaan father and a Hume mother. She acts in ways that seem out of place for someone of this era, such as calling the Adventurer a person from the future and knowing that La Vaule will eventually be called "Davoi."

A friendly and masculine knight captain

Ragelise

Ragelise B

Baloumat



Main appearance scene: Altana M05

"Beast of the Crown, Again"

Altana M06

"Butterfly on a Branch"

Altana M07

"Skyblaze"

Main location:

South San d'Oria [S]

A baron who serves as the captain of the Iron Falcon Knights, part of the San d'Oria Knights Order. While he may seem playful at first glance, he is sincere, full of manly spirit, and speaks openly with Adventurers. He champions the Mayakov Dance Company and seems to have feelings for its dancer, Portia.

A single flower blooming on the battlefield

Portia

Portia

Main appearance scenes

Altana M05

"Crowned Beast, Again"

Altana M06

"Butterfly on a Branch"

Altana M07

"Skyblaze"

Main location:

Southern San d'Oria [S]

A girl who belongs to the Mayakov Dance Troupe. She is a dancer who, second only to Lilisette, charms the audience with her dance skills, and is also skilled at defeating enemies with the martial dance "Creek Dance." She valiantly admires Ragelise, who shows her affection.

Her "faith" in dance

Mayakov

Mayakov

Main appearance scenes

Altana M04

"The Dancer Comes"

Altana M05

"Beast of the Crown, Once Again"

Altana M06

"Butterfly on a Branch"

Main location:

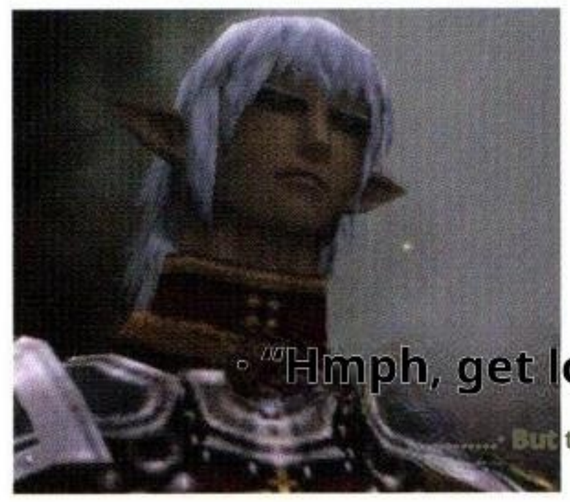
Southern San d'Oria [S]

The leader of the Mayakov Dance Company, who pursues beauty and splendor. He looks every bit like a man, but his tone of voice and mannerisms are those of an elegant woman. Using the dance troupe as a cover, they gather practitioners of the martial dance "Kreiktanz" and engage in resistance activities against the Beastman Confederate.

The knight commander is forced into a tough battle

Vestere

Vestillet



Main appearance scenes

Altana M07

"Skyblaze"

Altana M09

"Dancer's Concern"

Main location:

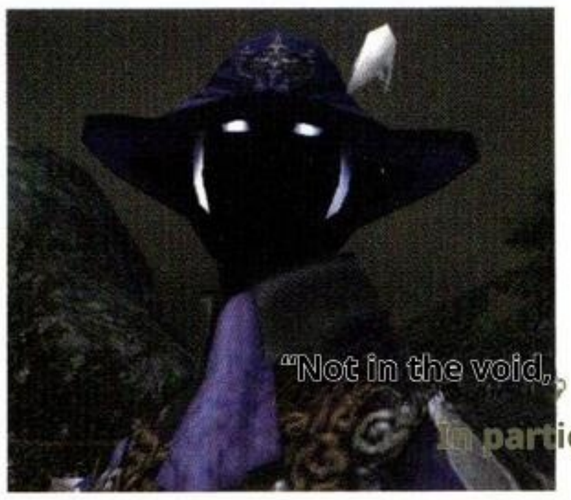
La Vaule [S]

The captain of the Scarlet Falcon Knights, who protect La Vaule. He and Ragelise are also comrades in arms. She had been defending La Vaule from the relentless attacks of the Orcish Empire's army, but as her forces grew increasingly exhausted, she sent a call for help to Ragelise.

The enigmatic gentleman of the shadows

Odral

Haudrale



Main appearance scenes

Altana M07

"Skyblaze"

Altana M08

"Daughter of the Horizon"

Altana M15

"Throne in the Sky"

Main location:

La Vaule (S)

A shadow, one of the "Four Protectors of the Underworld," who calls himself the captain of the Rusty Hawk Knights. Disguised as a human and blending into the Scarlet Falcon Knights, he appeared in La Vaule, taking advantage of the Beastman Confederate's raid. It seems that he reveres a being named "Lady Lilith" as his leader and is operating behind the scenes of the great war, but...

A carefree shadow

Aquila

Aquila

Main appearance scenes

Altana M07

"Skyblaze"

Altana M08

"Daughter of the Horizon"

Altana M09

"Dancer's Anxiety"

Main location:

La Vaule [S]

One of the "Four Guardians of the Underworld," serving as the captain of the Skeleton Dragon Imperial Guard. His personality is childlike, and he readily expresses his emotions—just like a kid. However, he possesses tremendous magical power and, along with Odral, attacks La Vaule and summons an evil dragon.

Background information on the story

Wings of the Goddess Mission

Cavernous Maw

Related content: Altana M01 "The Forgotten Mouth" (→P.215) and more

Strange gates, which appear to be either stone statues or living creatures, have been discovered one after another across Vana'diel. Despite their recent appearance, they are covered in ivy and moss, as if they had been around for many years. Records show that they were also seen during the Crystal War about 20 years ago. At that time, it was thought they might be monsters released by the Beastman Confederate, or perhaps a type of Kindred. Passing through this gate allows one to travel between the Vana'diel Past during the war and the present-day Vana'diel, but the underlying mechanism remains unknown.

← The Cavernous Maw in the present day. It appears to be nothing more than a stone statue with an eerie, Monster-like shape, and it shows no signs of movement.

→ In the Vana'diel Past, it floats in the air, resembling a monstrous creature with a huge mouth. However, there are no reports of it harming anyone.

Heretical Prophecy

Related: Altana M02 "The Moment of Beginning" (→P.216) and others

A prophecy of unknown origin that circulated during The Crystal War. The poem begins with the opening line, "Where the ill-star is, the Dawn Divine Soldier descends," but it has not been passed down at all in modern times, and its full content remains unclear. In the Vana'diel Past, an ominous comet with a long tail appeared in the night sky, and some speculated that this comet might be the ill-star.

■ Divine Soldier of Dawn

The "Divine Soldier of Dawn" mentioned in the prophecy is said to appear in times of war to save the world. The word "Dawn" suggests a connection to the Goddess of the Dawn, Altana, but?

← A comet suddenly appeared in the night sky of the Vana'diel Past. People differ on whether this comet is a bad or a good omen.

Mayakov Dance Company

Related: Lualtana M04 "The Dancer Comes" (→P.217) and more

A dance troupe founded by the young Hume, Mayakov, during The Crystal War. With a commitment to lavish, opulent dance, they enjoyed a popularity on par with the renowned Brilliant Dance Company. In reality, they are a resistance group opposing the Beastman Confederate, and many of their dancers are proficient in the martial dance known as "Kreiktanz." The leader, Mayakov, and most of the troupe members are orphans raised in the monastery of La Vaule, and they are deeply troubled by the Orc army's invasion of the village.

← Their leader, Mayakov. Under the guise of wartime visits, they travel to various regions and, if necessary, are willing to join the front lines as combatants.

The Conflict in La Vaule

Related: Altana M06 "Butterfly on a Branch" (→P.218)

In the Vana'diel Past, La Vaule, a small village within the Kingdom of San d'Oria, faced a fierce invasion by the Orcish Empire, which resulted in the annexation of part of the village. However, according to the history known today, La Vaule was invaded by the Orcish Empire's forces in 875 C.E., roughly a decade after the end of The Crystal War. Thus, there is a discrepancy between the "modern history" and the "facts in the Vana'diel Past" regarding the invasion of La Vaule.

◆ The "modern history" of the invasion of La Vaule

Crystal Era (C.E.)	Overview
Year 385	**Establishment of the Kingdom of San d'Oria**
Year 559	The Orcish Empire's army lands on the northern coast of the Quon Continent
Year 663	**The Orcish Empire's army invades Norvallen**
Year 862	**The Crystal War breaks out**
Year 864	**The Crystal War ends**
Year 875	La Vaule is destroyed by an invasion from the Orcish Empire's army. It is renamed "Davoi"

← La Vaule was invaded much earlier than its original history would suggest. Is history starting to change...?

Mission Flow

Wings of the Goddess Mission

The path to the Vana'diel Past, as it was during The Crystal War, opened by the mysterious gate known as the Cavernous Maw. An Adventurer who has gained the power to travel through time uncovers the truth of a history shrouded in mystery.

Altana M01 "Forgetting Mouth" P.215

Altana M02 "The Moment of Beginning" P.216

※ Complete ■ Vana'diel Past Volume 003, ■ Vana'diel Past Q13원, and Vana'diel Past Volume 021 (→P.374) **either of**

Altana M03 "Cait Sith's Run" P.216

※ Complete either Vana'diel Past 005, Vana'diel Past Q15, or Vana'diel Past Q23

Complete (→P.374)

Altana M04 "The Dancer Comes" P.217

Altana M05 "The Jewel-Crowned Beast, Once More" P.217

Altana M06 "Butterfly on a Branch" P.218

Altana M07 "Skyblaze" P.218

Altana M08 "Daughter of the End of the World" P.219

※ Complete either Vana'diel Past Q07 ■ Vana'diel Past Q2[illegible] either of the following or Vana'diel Past Q17 (→P.374)

Altana M09 "Dancer's Anxiety" P.220

Altana M10 "White Tears, Black Tears" P.220

Altana M11 "The disease that leads to his world" P.220

Altana M12 "Carrying State Affairs" P.221

Altana M13 "Majestic" P.221

Altana M14 "Jeuno, Turbulence" P.222

Altana M15 "Throne in Space" P.223

to be continued...

The Gate Beyond Time

An Adventurer investigating the mysterious Cavernous Maw near Jeuno is transported to Vana'diel in the past, during the time of The Crystal War. During this journey, the story reveals the presence of cat-like Beastmen who appear within the Cavernous Maw, as well as the existence of heretical prophecies not known in the present day.

To lessen the tears of sorrow

After the Quest in the Vana'diel Past portrays the plight of the human kingdoms, the cat-like Beastmen Cait Sith reappears. Cait Sith's goal of "reducing the tears of sorrow shed in this era" is revealed, and the Adventurer agrees to help. You can also learn about the "Dawn Divine Soldier" mentioned in the heretical prophecy.

A girl from the future

The Dancer Lilisette appears, viewing Cait Sith as an enemy, hinting that she, like the Adventurer, has come from the modern era. At the same time, it becomes clear that history is being altered as events unfold that differ from the historical facts known to those living in the present.

A history in flux

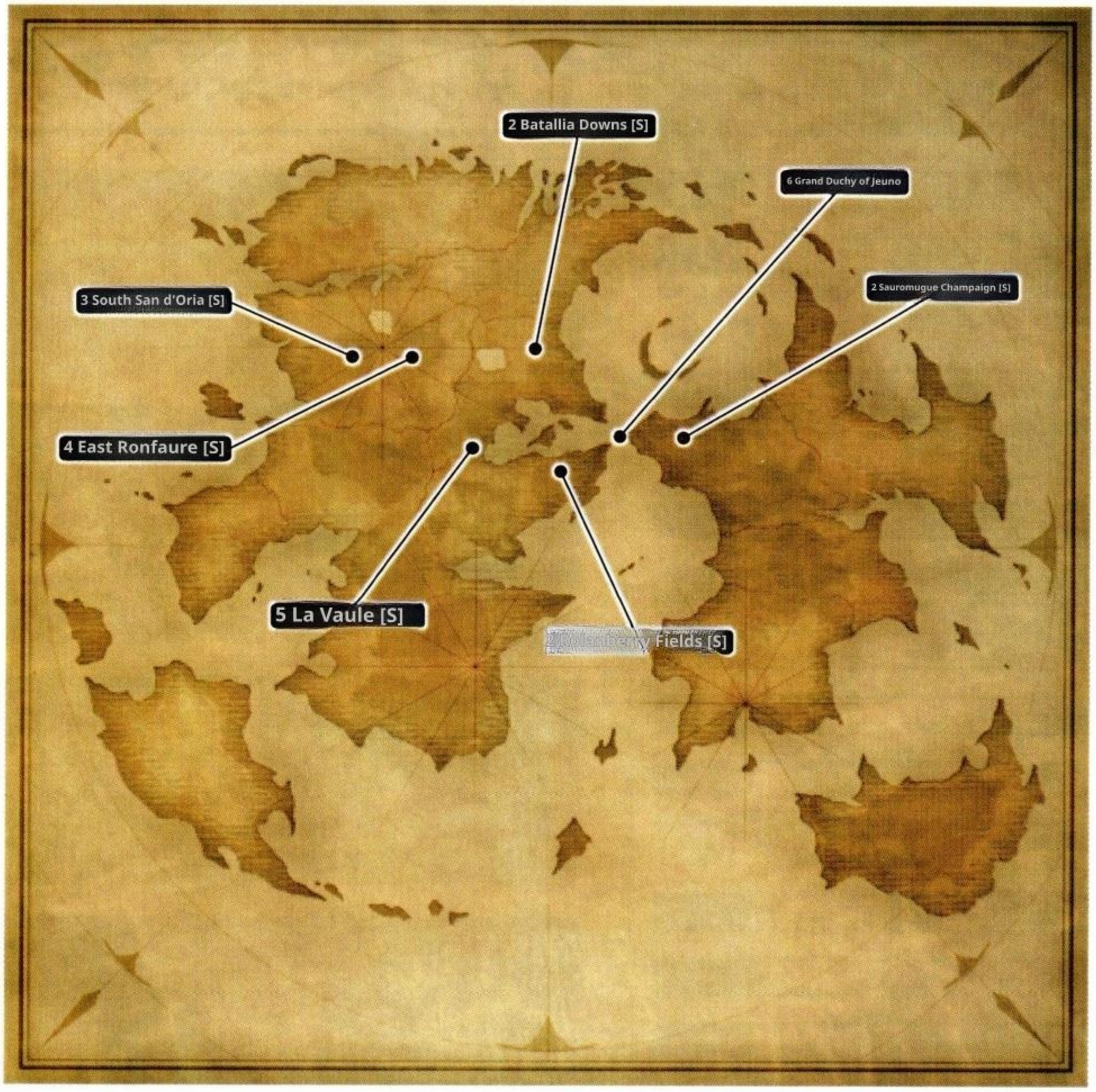
Amid the Beastman Confederate's raid on La Vaule, the "Four Protectors of the Underworld" emerge, operating in the shadows behind the scenes. As the changes in history become more apparent, it is also revealed that Cait Sith is working on some sort of "project."

Human unity, but the dark clouds linger

Upon receiving news of Jeuno's surrender to the Beastman Confederate, Adventurers scramble to reverse it. This prompts the armies of the human kingdoms, now the Altana Allied Forces, to wage the Battle of Jeuno, and Jeuno withdraws its surrender. Meanwhile, it becomes clear that Cait Sith and the Four Lords of Netherlore have been enemies across the ages, each pursuing their own goals.

The story's setting

Wings of the Goddess Mission



1 Walk of Echoes

Related: Altana M01, Altana M03, and more

A mysterious space that seems to unfold within the enigmatic gate, the Cavernous Maw. An eerie object, which looks like the mouth of a monster, floats in the sky, shrouded in a dim, unreliable light. Here, the Adventurer encounters the Beastmen Cait Sith.

2 Batallia Downs [S], Rolanberry Fields [S], Sauromugue Champaign [S]

Related: Altana M02

The initial location where Adventurers are dropped into the Vana'diel Past during The Crystal War. After waking up in one of the three lands, the Adventurer is aided by the Jeunoan knights of the past.

3 South San d'Oria [S]

Related: Altana M04, Altana M05, etc.

South San d'Oria in the Vana'diel Past. Defensive weapons are lined up, and a solemn atmosphere prevails. However, the world-renowned dance group, the Mayakov Ballet, has been booked to perform at the city's tavern, "Lion's Fountain," and people are enjoying an unexpected burst of glamour.

4 East Ronfaure [S]

Related: Altana M06

A battlefield in the eastern half of Ronfaure Forest. In preparation for wartime, a significant number of trees have been logged to ensure clear visibility. Here, the Adventurer reunites with Cait Sith and also makes the acquaintance of the Dancer Lilisette, who is pursuing Cait Sith.

5 La Vaule [S]

Related: Altana M07 Altana M08

A village nestled in the wooded area along the Norvallen front. It's a settlement with a monastery run by the San d'Orian Church, where many people, including monks, live. However, an invasion by the Quon Army of the Orcish Empire resulted in part of the settlement being occupied.

6 Grand Duchy of Jeuno

Related: Altana M14, Altana M15

The leading nation of the Altana Alliance. Although it is a key distribution hub, the gates are tightly sealed during wartime, and civilians are prohibited from entering or leaving. Following their victory in the Battle of Jeuno, which was fought for this country, the Allied forces, previously outnumbered by the Beastman Confederate, regain their momentum.

FINAL FANTASY XI ONLINE Final Fantasy XI Wings of the Goddess TM

Wings of the Goddess

Mission Story Playback:

Wings of the Goddess

Mission

After passing through the mysterious, suddenly-appearing Cavernous Maw, the Adventurer travels through time to the Vana'diel Past during The Crystal War. The Beastmen Cait Sith, whom the Adventurer met during the war, implores the Adventurer to help reduce the tears of sorrow that flow in this era. Having promised to help, the Adventurer eventually witnesses a conspiracy that spans the ages and a history in flux.

Pick up! A metallic voice speaking

In a space that appears to be inside the Cavernous Maw, the Adventurer spots the Beastmen Cait Sith, who possesses the ability to move freely through time. What I'd like to highlight here is her voice. Cait Sith appears while muttering to herself, but her lines sound as if she's conversing with multiple people. This sets the stage for Altana M08, "The Eternal Maiden" (→P.219).

↑ But is it really just Cait Sith who emerges from the Light...?

Altana M01 "The Forgetful Mouth"

Related: Altana M03 "Cait Sith's Run" (→P.216)

Swallowed by the Cavernous Maw

The Cavernous Maw, a gate being reported to have been discovered one after another across Vana'diel. An Adventurer, who had gone to investigate the gate that had appeared near Jeuno, was suddenly attacked by the Cavernous Maw as it began to move, and was sucked inside. The Adventurer awoke in an unfamiliar place, but just as he heard a strange metallic sound, he was once again hurled into an unknown realm. At the edge of their vision, they left the figure of a small Beastman wearing a crown...

← The Cavernous Maw suddenly appeared in various parts of the world. With an eerie growl, it sucks in the Adventurer...

"Roaaaaaaar!"

→ The next thing the Adventurer knew, they were in the mysterious realm of "Walk of Echoes," a place dotted with eerie holes.

← The shadow of a mysterious Beastman emerging from a strange Light. The next moment, the Light bursts, and the Adventurer is hurled into the void.

■ **Conversation: A voice that appears out of nowhere**

???: ···· Busy, spinning ..... turning ···· ·Wow.·····
I wonder if it's built up from a long journey...? ??? :..... Poor thing ..... with its gray ..... hands .....
·····.·· Maybe it could blend in...?
???: If there were just one kind-hearted person somewhere who could help with this task...
??? : ..... Oh, do you think so too? ??? : That's right! Not just one person, not even two, but even three people wouldn't be enough...

Pick up! Joining the Altana Allied Forces

Adventurers heading to the Altana Allied Forces base enlist with either the Kingdom of San d'Oria, the Republic of Bastok, or the Federation of Windurst. And they will personally experience the critical situation facing the three countries. In the subsequent "Wings of the Goddess" Mission, a new story unfolds as you complete a series of Quests that take place in the three kingdoms of the Vana'diel Past.

Pick up! Heretical Prophecy

The song Cait Sith sings when she appears —"Magath, Boshi no aru Tokoro ♪ Arkatsuki no Shinpei-san ga, oritachite ♪"—is known as the "Heretical Prophecy." It seems to have circulated among the human kingdoms の。 アルタナM02 during the Great War, as Lysander mentions it in "When the Ill-Star Appears" and in "The Moment of Beginning." However, its exact content remains unknown.

↑ Cait Sith likes to hum the Prophecy Song, but she doesn't remember the lyrics properly.

Altana M02 "The Moment of Beginning"

Re "Royal Knights Admission Examination" (→P.375) and more

Into an era when ill-fated stars are flashing

When the Adventurer awoke, it seemed, at first glance, to be the outskirts of Jeuno, where they had been before. However, three knights who appeared there for some reason warned of the dangers of war and urged them to evacuate. The Adventurer parted ways with the knights and set off alone. However, the scene unfolding before them, shrouded in clouds of war, was nothing like the familiar outskirts of Jeuno. That's right... The Adventurer had traveled more than 20 years into the past and ended up in Vana'diel during The Crystal War. Suddenly holding a pure white feather that had been bustling with life, the Adventurer approaches a nearby Altana Coalition base.

← Jeunoan knights, riding Chocobos, dash through beneath a comet trailing a massive tail.

→ Knight Lysander finds the unconscious Adventurer near the Cavernous Maw, where he had gone to investigate.

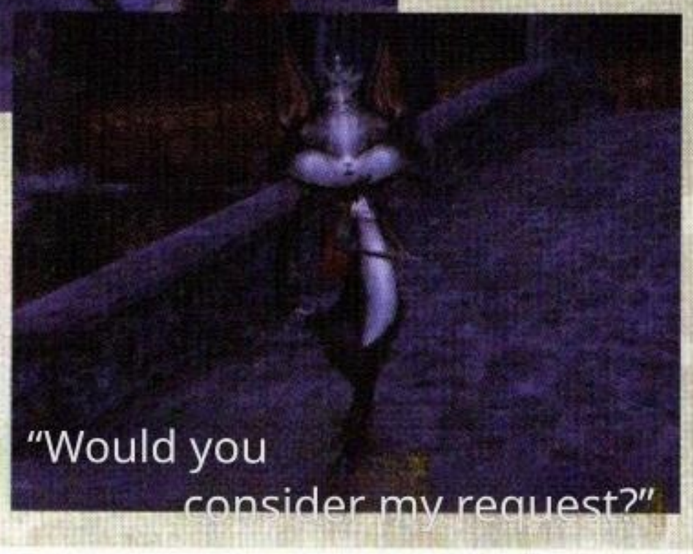
Altana M03 "Cait Sith's Run"

Related: Vana'diel Past Q03 "Operation to Subdue the Orc Legion" (→P.376) and more

The Talkative Cat's Wish

The Adventurer, now a member of the Altana Allied Forces, travels between the present and the past, fighting as a volunteer soldier in The Crystal War. Meanwhile, the Adventurer, who once again wanders into what appears to be the interior of the Forbidden Mouth, encounters Cait Sith, a Beastmen who speaks human language and possesses the ability to travel through time. While surprised that the Adventurer also possessed the ability to travel through time, she asked for their help in using that power to reduce the tears of sorrow shed during The Crystal War. Cait Sith herself vanished, saying she was going to search for the "Dawn Divine Soldier," a hero who appears in times of war.

← Cait Sith, wearing a crown and a cloak. Her mannerisms have a theatrical touch to them.



↑ After discussing the plight of the Altana Allied Forces, Cait Sith asks the Adventurer for help.

Key Item: Pure White Feather

Before she knew it, she was holding a feather that glimmered with a silvery sheen.

She senses a mysterious power.

What the Adventurer held when they were hurled from the Cavernous Maw into the Vana'diel Past. Based on what Cait Sith said in Altana M03 "Cait Sith's Run," it seems that by obtaining this feather, the Adventurer gained the "power to dance through time at will."

■ Conversation: Power that transcends time

Cait Sith: (looking into the Adventurer's eyes) Alayada? What do you mean?! I can't believe I'm seeing that on a human's back!!! I wonder what this means? Oh dear? ... Could it be that the power you possess... is the same as mine...? My whiskers are tingling. There's no doubt about it. I'll tell you: it's the "Power to Dance Through Time at Will." It's a power only those who are blessed possess. ...But yours seems far too weak compared to mine... Well, that's fine. Thanks to you, I was able to find one wish.

Pick up! The Mayakov Dance Company is coming

The Mayakov Dance Troupe came to San d'Oria for a sympathy performance, but their purpose was not just a public

It's not just about the performance. As revealed in Altana M05 "The Beast of the Crown, Reborn," the dance troupe is also a resistance group opposing the Beastman Confederate. Knowing this, Mayakov and the others came to the royal capital to assist Ragelise, a knight of San d'Oria who had taken an interest in the dance troupe.

Pick up! To La Vaule

After parting ways with the Adventurer, Ragelise introduces Mayakov and Portia from the dance troupe to the Iron Falcon Knights under his command at Chateau d'Oraguille. He then declares his intention to head to La Vaule to aid the village, which is under attack by an Orc army. In this scene, not only is it revealed that many of the Mayakov Dance Troupe members are orphans who grew up in La Vaule, but it also becomes clear that Ragelise and Portia have feelings for each other.

↑ Ragelise sends Portia and the others along on the rescue mission to La Vaule.

Altana M04 "The Dancer Comes"

Related: Jeuno Q70 "Unfinished Waltz" (→P.427)

Women who pour their souls into dance

An Adventurer who has visited South San d'Oria in the Vana'diel Past hears rumors about a special performance by the vibrant "Mayakov Ballet Company" and heads to the venue's tavern. There stood Mayakov, the leader of the dance troupe, sharing his aspirations before the performance. Mayakov spoke loudly, saying that he wanted to give people dreams precisely because it was wartime. However, he then roughly expelled the Adventurer from the tavern, as he was an outsider without a ticket. Just then, a commotion erupted when a man who had been waiting for the show to start with a ticket was found by his wife and led back. The Adventurer travels to the present day and receives a ticket from the man who missed the performance.

← Mayakov speaks passionately in a feminine tone, sharing his emotions. Sometimes, in the heat of the moment, he even speaks in a more masculine tone.

→ The man sneaks out of work to see the performance, but his wife finds him and drags him back.

Altana M05: "The Crowned Beast, Once Again"

Related: Altana M07 **"Skyblaze" (→ P. 218)**

A dream for one night only

The Adventurer manages to get a ticket in the present day, but is turned away at the door after being told it's a fake. At that moment, a knight named Ragelise came to the rescue, allowing the Adventurer to enter the venue alongside him. After enjoying the performance by the dance troupe's Top Idol, Lilisette, Ragelise leaves with the knight who had come to meet him and the troupe leader, Mayakov. They were planning to launch a rescue operation for the village of Lavoal, which was being threatened by an Orc army. Meanwhile, the Adventurer follows Cait Sith, whom he had glimpsed, and enters the Ronfaure Forest.

← Ragelise, the commander of the Iron Falcon Knights, who came to the Adventurer's aid. He's a high-ranking nobleman, but he has a down-to-earth personality.

→ It seems that the top idol, Lilisette, recently joined the troupe, and her background remains unclear.

"Lilisette, the Moon Shadow Butterfly, is performing a solo stage!

Conversation: Mayakov's passion

Mayakov: We needed our next challenge. And now, we've found a new horizon to aim for. It's a "dream" ... yes, a dream! In this day and age, we have to give everyone dreams. That's what the entire dance company has decided to do. Merdelfor: I see .....! A dream! Beautiful, brave, and lovely. It's a theme well suited to the Mayakov Dance Company. Mayakov: Yes! The curtain rises, the lights dazzle... And then, the fairies and Dancers burst onto the stage!! Sweat splashing everywhere! Heels clicking!Let's give the audience a special dream for one night only!

Conversation: Dancers of Valor

Mayakov: Strictly speaking, most of the dancers in the ballet company are orphans who were raised in the monastery in La Vaule. More than anyone, I am deeply saddened by the current situation the village is facing. To protect that once beautiful homeland, our dance troupe would like to contribute, however small our efforts may be... Portia! Not only does she possess exceptional dance skills, but she's also the best in our troupe at martial arts dance. We will definitely do our best to help. Ragelise: ... Is that alright?

Portia: ...Yes. If I can be by your side, Lord Ragelise, I will accompany you to the very ends of the world...

Pick up! Lilisette's true identity

Lilisette is known as the star of the Mayakov Dance Troupe, but little is known about her background. The only thing that is certain is that she is a half-breed with an Elvaan father and a Hume mother. Furthermore, her statements and actions are notably unlike those of humans from the Vana'diel Past. For instance, she claims that Cait Sith is an invader from the future and points out that La Vaule will eventually become Davoi, the Orc stronghold.

Pick up! The Mysterious Four Guardians of the Underworld

The names "Four Guardians of the Underworld" and "Lady Lilith" that appear in this scene are completely absent from the history of the Crystal War as it has been passed down to the present day. Odral and his group appeared alongside the Shadow Lord's Imperial Guard, but since they don't mention the Shadow Lord's name as their leader, it seems they report directly to Lady Lilith. Upon hearing Cait Sith's story in the next Mission, Altana M08 "Daughter of Eternity," it seems that Odral and the others are also beings who have crossed time, but the details remain unknown.

↑ Odral claims that the purpose of the attack on La Vaule was to "escort the royal family," but?

Altana M06 "L – The Butterfly at the End of the Branch"

Related content: Vana'diel Past Q05 "A Small Victory, One Resolution" (→p. 376), etc.

The Cat, the Dancer, and

The Adventurer and Cait Sith are reunited, but they are suddenly captured by Dancers from the Mayakov Ballet Company. Lilisette, their leader, views Cait Sith, who has escaped, as an enemy. She considers the Adventurer to be Cait Sith's ally and questions them about the situation. Just then, Ragelise and her group passed by, heading for La Vaule. Lilisette warned Portia, a dancer from the troupe, that the village of Lavor was dangerous, but the troupe members didn't listen and set off anyway. After seeing them off, Lilisette correctly guessed that the Adventurer had come from the present and invited them to go to La Vaule with her.

← While Lilisette was nagging the Adventurer, Cait Sith was captured by her and the others.

"You're from the future, aren't you?"

→ Lilisette knew the future, including that La Vaule would later be called "Davoi."

Conversation: The One Who Knows the "Time"

Lilisette: Hey, you... I'm going to ask you straight out. You're from the future, aren't you? ...Oh, you don't have to answer after all. But I'm sure you're aware, right? That in the near future, La Vaule will be occupied by Orcs and come to be called Davoi. And that it's not "now"... By the way, what's your name?

(Adventurer who goes by the name Lilisette)

Lilisette: ...Yes... Is that good? You seem to understand the situation, right? Then, please help me. I really have no idea what's going to happen in La Vaule. I'm worried about Portia and the others.

Altana M07 Skyblaze

Related: Altana M15 "Seat in the Sky" (→P.223)

A shadow torn apart by the flames of war

The Adventurer and Lilisette join forces with Ragelise and Vestere, who are defending La Vaule, but the village is soon engulfed in battle. The elite force of the Beastman Confederate, the "Shadow Lord's Imperial Guard," had invaded the village. In the village engulfed in flames, Lilisette watches the battle unfold and witnesses Cait Sith vanish. As the battle gradually becomes more chaotic, Ragelise entrusts Lilisette, Portia, and the Adventurers with the task of evacuating the villagers, accompanied by a knight named Odral.

The three, who had advanced deeper into the village with Odral, were suddenly surrounded by ambush troops that had appeared under his guidance. Ragelise, who had rushed to their aid, was also critically injured by a Light projectile fired by Aquila, one of Odral's companions. Odral revealed his true identity as one of the "Four Protectors of the Underworld" serving Lady Lilith, and had Aquila summon an evil dragon to attack the Adventurer.

↓ Odral and Aquila, members of the Four Lords of the Underworld, effortlessly defeat even Ragelise, who is quite skilled.

Conversation: Odral's Trap

Portia: ...Odral, where are the villagers?

Lilisette: ...Why don't you try saying something?

Odral: ....

Lilisette: Portia, let's go back!

(Demon soldiers appear, cutting off the Adventurers' retreat)

Lilisette: These guys!?

Odral: ... Hehehe. ..... You didn't like it, did you? Certainly Indeed, it's a bit of a rough and dreary place to welcome the ladies, but...

Pick up! Where history has gone

The Beastmen's invasion of La Vaule should have occurred roughly a decade after The Crystal War. However, in the Vana'diel Past during the war, La Vaule has already been attacked. This discrepancy likely indicates that history is beginning to change. If that's the case, then the vision Odral shows could also mean that humanity's defeat awaits at the end of this changing history.

↑ The two heroes who were supposed to defeat the Shadow Lord end up being defeated instead?

Pick up! Ragelise's Scar

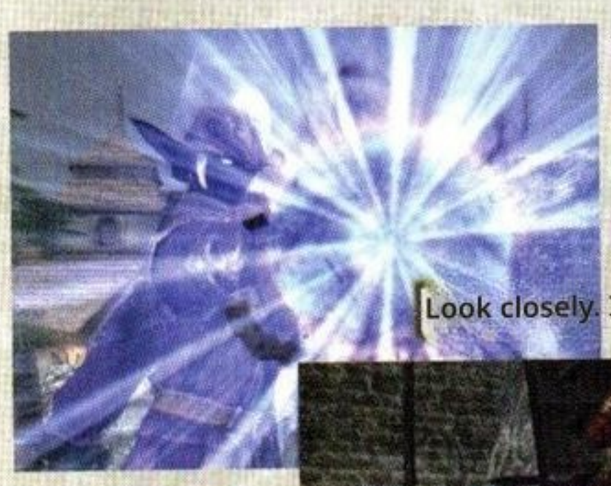
According to Lilisette, Ragelise's wound is a special kind of curse mark. In the original timeline, Ragelise was scarred during the Battle of Jeuno, and that was the cause of his death. Lilisette, aware of this, initially believed she could save her father, Ragelise, by sending him to Jeuno. However, in the Vana'diel Past, Ragelise undertook an action not recorded in later histories—he went to La Vaule to aid the village, and there he received the curse. After this incident, Lilisette becomes convinced that history has been altered.

Altana M08 "Daughter of Eternity" (Part 1)

Related: Bastok M5-2 "Xarcabard, Land of Truths" (→P.83)

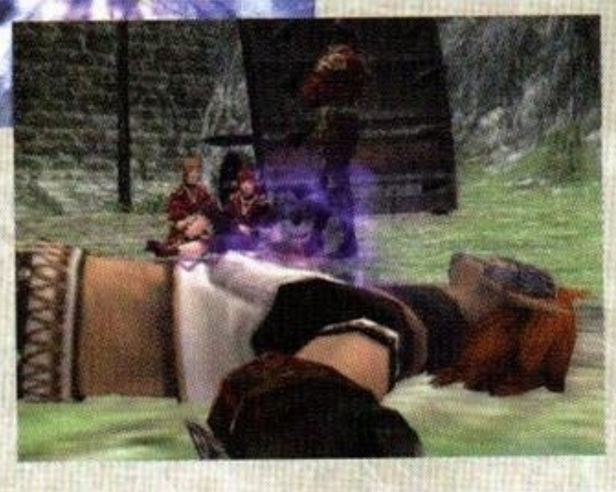
A Distorted History

After repelling the evil dragon released by Aquila, the Adventurer and Lilisette confront Odral. Then Odral raised his hand and began to conjure a mysterious vision, saying, "Here lies everything." The destroyed kingdoms of Altana, the heads of state and dignitaries of various nations laid bare—it was the image of Vana'diel, a land devastated by humanity's defeat in the Great War. Immediately after seeing that vision, the Adventurer and Lilisette fainted. Eventually, the two woke up, but as soon as Lilisette saw the scar on Ragelise that Aquila had carved, she rushed to his side. "Father..." she called out.



← The vision Odral showed depicted the outcome of a war that differs from the one known in modern history.

Look closely. It is not an illusion."



→ The scar etched on Ragelise's chest. Lilisette seems curious about this scar, but...?

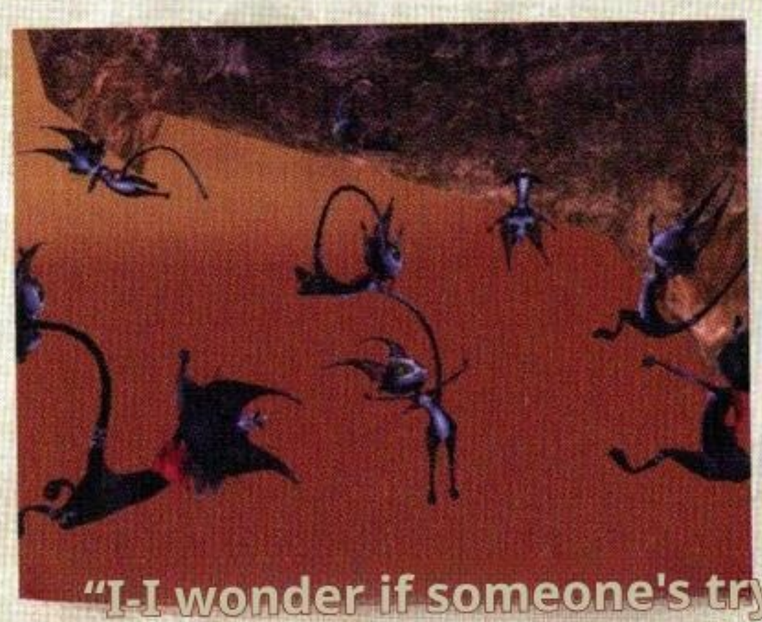
Altana M08 "Daughter of Eternity" (Part 2)

Related: Vana'diel Past Q06 "Strike with your wings, Griffin" (→P.377) and more

Fluttering through the cracks in time

After delivering Ragelise to the monastery in La Vaule, the Adventurer is summoned by Lilisette. Lilisette reveals that she is a person from the modern era and that Ragelise is her father. She claims that Cait Sith's schemes are altering history and vows to work with the Adventurer to stop these changes.

Meanwhile, inside the Forbidden Mouth, nine Cait Sith gathered to discuss the "Project." What exactly is the plan they are pursuing, and what is the purpose of the Four Lords of the Underworld? The battle over Vana'diel's history grew even more mysterious and was about to enter a new phase.



● In truth, there were nine Cait Sith. They seem to be working together on some sort of plan, but...?

"I-I wonder if someone's trying to mess with our project...?"

■ **Conversation: The nine cats' quiet chat**

Cait Sith Koki: Hey, hey! No! This isn't the time to be singing some prophecy poem!

Cait Sith Shihak: Cait's right. That's strange, isn't it? How did they get to this world?

Cait Sith Turi: Hey, Cait? Just like that, poof, poof... They came through the atmosphere?

Cait Sith Nui: Hah!!

Cait Sith Khethe: Hahahahaha! You forgot to close it, Right? Nui's always so clumsy! That sounds like a likely story!

Cait Sith Nui: Well, that's just silly! First of all, the project is all of our work!

Cait Sith Ahn: Indeed, each individual is both a part and the whole. However, that's only if the process is executed properly and on schedule, and...

Cait Sith D'arrah: What's the word again? Sane? —? I can't believe this is happening.

Pick up! The Nine Cait Sith

As shown in Altana M08 "The Eternal Maiden" (→P.219), there are a total of nine Cait Sith. They are named Ahn, Dahr, Tuli, Kehe, Koki, Shia, Shihak, Ofuku, and Nui. Of these, Nui was the first Cait Sith to make contact with an Adventurer and serves as the leader, uniting the other eight. Incidentally, the names of the Cait Sith mentioned above are the same as the words representing the numbers 1 to 9 in Gaelic, an ancient language that survives in Northern Europe in the real world.

↑ Due to Aquila's attack, Daar and Ofuku are wiped out.

Pick up! In Search of Medicine

Amora is an apothecary who appears in San d'Oria Q30, "The Old Woman's Medicine," among other places. Ragelise's medicine is made following her advice. The process involves obtaining the bulb of the now-extinct Cernunnos in the Vana'diel Past and planting it in the Jugner Forest of that world. Return to the present, defeat the grown Cernunnos, collect its resin, and have Amora turn it into medicine.

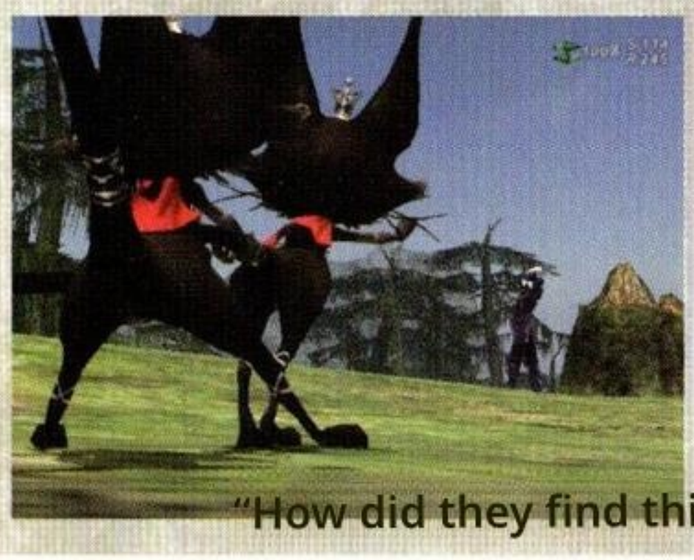
Altana M09 "Dancer's Anxiety"
Altana M10 "White Tears, Black Tears" (Part 1)

Related Vana'diel Past Q07 "To Each One's Place of Death" (→P.377) and others

The Crisis of the Crown Cat

After a while, the Adventurer visited Ragelise, who had returned to the royal capital. Ragelise appeared with Portia, but she was not in good health. Meanwhile, Lilisette planned to capture Cait Sith in the Jugner Forest. Together with the Adventurer who had joined them, they set a trap and successfully captured the Cait Sith. However, another group of Cait Sith then appeared.

The nine Cait Sith listened to Lilisette's story and discussed whether to help Ragelise. However, Aquila burst in and defeated two of them, causing the other Cait Sith to flee. Aquila also vanished, leaving Lilisette and the Adventurer to head to modern San d'Oria in search of a remedy for the curse mentioned by Cait Sith.



Nui, however, Cait Sith two of her own kind right before her eyes. Then, Cait Sith loses control and eliminates He is stopped by Ann and flees.

"How did they find this place?"

Altana M10 "White Tears, Black Tears" (Part 2) "The Disease that Leads to His World"
Altana M11

Related San d'Oria Q30 "Old Woman's Medicine" (→P.239)

What can be done for my father

Lilisette and the Adventurer visit the modern San d'Oria and meet the city's pharmacist, Amora. Lilisette asks Amora to prescribe the medicine her father, Ragelise, once took, but it seems that the resin from the Kernunnos tree, which is the ingredient, is no longer available in the present day. The Adventurers travel between the present and the Vana'diel Past to procure the resin, and they succeed in having Amora make the sedative. Lilisette and the Adventurer head to the San d'Oria of the past to deliver the medicine to Ragelise.

← Adventurers revive the extinct tree people, the Kernunnos, and obtain their resin.

→ While handing Lilisette the sedative, Amora emphasizes that it's merely a temporary measure to ease the pain.

"Your father couldn't be cured, no matter what medicine they tried..."

Conversation: Clues to the medicine

Lilisette: Also, what was that cat saying again? That thing called medicine... (Thinking) Medicine... a drug...?? ..... Wait. I remember now...! When I was little and my parents were still alive, there was a small bottle I always drank from... Hmm, could it be... was it medicine for the scar...? I'll go check it out for a moment. You'll come with me, right? After all, we're the Future Warrior Tag, bound by a shared destiny, aren't we? We're going to meet Amora in present-day South San d'Oria, the one who made the medicine. Let's hurry.

Key Item: Sedative

A secret potion made by Amora using Kernunnos resin.

Its purpose is to alleviate pain; it cannot cure injuries or the disease itself.

A painkiller that Ragelise always took when he was alive. However, as Ragelise's death ultimately shows, it doesn't address the curse itself and serves only as a palliative.

Pick up! Jeuno diplomat Nag'molada

Nag'molada, who brought news of Jeuno's surrender, is a Jeunoan diplomat who also appears in "Chains of Promathia" (→p. 145). During The Crystal War, he was known across nations as a capable diplomat who, at the behest of the Grand Duke of Jeuno, united the Altana Federation. Not only Ragelise, but also the leaders of the Altana nations seemed to find it odd that Nag'molada was the first to choose surrender, even though the Allied forces were still putting up a good fight, albeit with difficulty.

Pick up! The Grand Chancellor and the Dancer

After the decision to dispatch Windurst's army, Roberakbel stops Lilisette and asks her name. And upon hearing her name, "Lilisette," both Roberakbel and his military advisor, Reko Habokka, seem to be convinced of something. As shown here, Lilisette seems to have a secret that even she doesn't know, but it remains undisclosed at this point.

↑ Reko Habokka says it's a lovely name, as if it holds a certain meaning.

Altana M12: "Carrying State Affairs" (Part 1)

Related: Promathia 1-1 "Baptism of Life" (→P.155)

A sudden declaration of defeat

An Adventurer who had visited Chateau d'Oraguille in the past and Lilisette overhear Ragelise arguing with Nag'molada, a Jeunoan diplomat. The news Nag'molada delivered was that, due to the recent setbacks in the battle for Jicono, Grand Duke Kam'lanaut had decided to surrender to the Beastmen. Ragelise voiced his opposition to surrender and resolved to dispatch reinforcements to Jeuno. The Adventurer and Lilisette give medicine to Ragelise, whose condition is worsening, and promise to act as his messengers, requesting reinforcements from other countries on his behalf. ← As Nag'molada prepares to return to 100, he utters something enigmatic and attempts to take Portia with him.

→ As Ragelise sets off with Halver to other lands to request reinforcements, the stigma begins to consume him.

Altana M12 "Carrying the Nation's Affairs" (Part 2)
Altana M13 "Majestic"

Related: Vana'diel Past Q23 "Advent: The One with a Different Appearance" (→P.383)

The Dancer who connects wishes

Lilisette and the Adventurer join Halver, who has agreed to help with the request for reinforcements, and visit Bastok and Windurst.

In Bastok, President Plin and the generals of each Republican Legion welcome the group, but they receive no favorable response. Then, Zazarg, the commander of the 7th Independent Squadron, appears. He volunteered to send troops himself.

Meanwhile, in Windurst, Grand Chancellor Rober Aquabel met with the group. Although he finds Nag'molada's words and actions suspicious, he decides to dispatch the Mithra Mercenaries.

← Although the Prien were reluctant to dispatch troops, they accepted Zazarg's proposal and decided to send reinforcements to Jeuno.

→ The Windurstian Robel Axeber, who knows Nag'molada, finds the report of the surrender odd, but?

Conversation: Nag'molada's unrequited love?

Boshya: (to Nag'molada, who is approaching) M-My lady, Nag'molada?
Nag'molada: I'm not saying anything bad. Come with me. You might not understand it now, but it's for your own good—and ultimately, for the good of the world. Portia: ...Excuse me? The world...?
Nagmorada: Come on...
Portia: (escaping from Nag'molada's grasp) ... Don't touch me. Please don't look down on me, thinking I'm just a Dancer.
Nag'molada: ... Hehehe. Your spirit is commendable. As expected, I must say. I apologize for my rudeness. Please forgive me.

Conversation: The two's sense of unease

Robel Axeber: (upon hearing the news of Jeuno's surrender and the dispatch of San d'Orian troops) ....That's strange.
Leko Habokka: (thinking) It's strange... Nag'molada of Jeuno is known as a strategist with a sharp tongue and excellent negotiating skills. I really don't think they'd accept surrender so easily, though...
Robel Aquel: Yeah, probably .....
Lilisette: Please! I understand your difficult circumstances, but please help Juno...!

Pick up! The Elusive Diplomat

Nag'molada suddenly appears in the meeting hall where the Adventurers and Brandolf were meeting. Brandolf is surprised by his appearance, but that's understandable—Nag'molada is currently traveling to various countries as an emissary to discuss surrender, so he shouldn't be in Jeuno. In reality, this Nag'molada is not the actual person, but a transformation of someone else (see the right page).

Pick up! Reinforcement Units

The lineup of the Altana Allied Forces joining the Adventurers is shown in the table on the right. With the exception of the Steel Falcon Knights and the Mayakov Dance Troupe, the units from each nation are the three that Adventurers can choose to join in the Vana'diel Past (→P.374). Adventurers fight alongside them to defeat the Beastmen's combined forces.

◆ **Reinforcements joining the Adventurer**

Affiliation	Unit	Commander
San d'Oria Army	Iron Falcon Knights	Ragelise
	Iron Ram	Rongelouts
	Mayakov Ballet Company	Mayakov
Bastok Army	7th Independent Squadron	Zazarg
Windurst Army	Cobra Unit	Romaa Mihgo

Altana M14 "Jeuno: Turbulence" (Part 1)

Related: Jeuno Q14 "Candle for My Late Husband" (→P.303)

Amidst the turmoil of war

Lilisette, having secured troops from the Three Kingdoms, and the Adventurer parted ways with Halver and headed for Jeuno. Avoiding the Beastmen army surging toward the ramparts and passing through a city teeming with the wounded, the two were escorted to the Grand Duke Palace, where they met with Brandolf, Commander of the Jeunoan Ducal Guard. They ask Brandolf to withdraw the surrender, but he expresses disappointment and states that the Archduke's decision remains unchanged. Nag'molada also appears on the scene and declares that the signing ceremony for the surrender will take place immediately.

Lilisette and the Adventurer left the chamber in disappointment, but then the Jeunoan knight Barnabas called out to them. He hands them the key to the hatch leading to the Jeuno basement, where the signing ceremony will take place. With hope in their hearts, the Adventurers hurried to the Jeuno Underground, aiming to buy time until reinforcements from various countries could gather.

■ Brandolf expresses his discomfort with the overly hasty decision to surrender, but then Nag'molada appears. shows signs of rushing to sign.

my daughter, it was all for nothing."

Altana M14 "Jeuno, Turbulence" (Part 2)

Related: Vana'diel Past Q25 "The Ladies' Feast" (→p. 384) and others

The Children of Altana Assemble

In the Jeuno underground, Nag'molada and the Orc commander Gwadjboj were about to sign the agreement. Lilisette and the Adventurer immediately burst into the signing ceremony and scatter the Orc soldiers, but Lilisette is caught by Nag'molada. Then, the San d'Oria army led by Ragelise appeared—no, it was the Altana Allied Forces, which had also been joined by Bastok and Windurstian units. The Adventurer joins forces with them to take on the mixed Beastmen unit under Gwadjboj.

Around the same time, the battle for Jeuno was approaching its final phase. Finally, the Beastman Confederate breaches the defensive walls and pours into the city of Jeuno. In response, the Jeunoan Ducal Guard, led by Brandolf, entrusts the Adventurers with turning the tide and decides to fight back. With the support of the Windurst army that had arrived, the knights charged into the enemy lines.

↓ Thanks to the efforts of the Adventurer and Lilisette, the Altana Allied Forces finally assembled. From here, humans Their counterattack begins.

Former Commander of the Jeunoan Ducal Guard

The former captain of the Jeunoan Ducal Guard, serving Archduke Kam'lanaut of Brandolf in the Vana'diel Past. He takes pride in protecting the citizens and cares deeply for his subordinates.

A knight who dealt with Adventurers. Although he has pledged allegiance to the Grand Duke, he is by no means short-sighted, and deep down, he is not convinced about surrender. Incidentally, he is also the biological father of the current Imperial Guard Commander, Wolfgang (→P.303).

Two people and an Orc general

Gwadjboj

Known as "One-Eyed Gwadjboj." He was once a rough man, but was moved by the noble demeanor of a San d'Orian knight he had captured, and so he learned the ways of chivalry.

The general who leads the "Rippers" gang. Having learned chivalry, he apparently intended to handle Jeunoan surrender in a gentlemanly manner. He also, San d'Oria Q69

He also appears in "Sword of Oath" (→P.401).

Pick up! Archduke Kam'lanaut

Kam'lanaut's speech merely boasted of victory, ignoring the plight of citizens who had suffered extensive damage. As revealed in "Rise of the Zilart," Kam'lanaut is a prince of the ancient Zilart people and views modern humanity as an inferior race (→P.134). Given this perspective, it's conceivable that he overlooked the human casualties. However, the possibility of other reasons cannot be ruled out.

Altana M15 "Throne in Space"

Related: Zilart M01 "A New World" (→P.134)

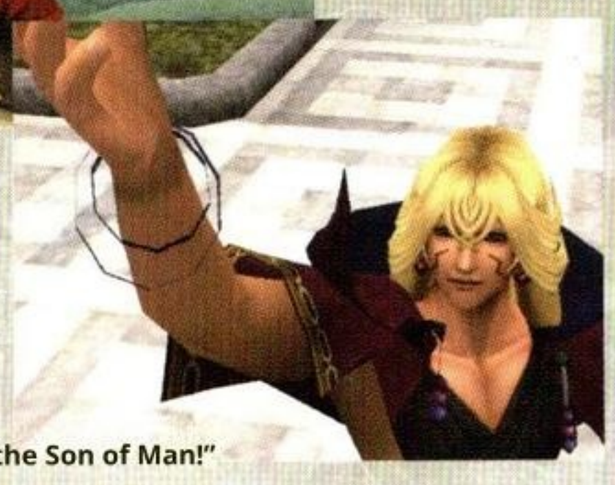
The price of victory is bitter

Thanks in part to the Adventurers' efforts, the Allied forces drove back the Beastmen hybrid unit in Jeuno's underground. Nag'molada, acknowledging their valiant efforts, then quietly slipped away. Immediately afterward, another Nag'molada appeared, and Ragelise and the others finally realized that the one who had been there earlier was an impostor.

The Beastmen army that had attacked the city was also driven back, and Jeuno was protected. Archduke Kam'lanaut appeared before the assembled crowd and loudly proclaimed victory.

However, the Adventurers, having witnessed the extensive damage, found the speech somewhat disconcerting... ····。

← The fake Nag'molada stares at Lilisette's earrings as if checking something.



→ Kam'lanaut delivers a victory speech before a large number of war victims. The allied army grows suspicious upon seeing this.

"It is the victory of the Son of Man!"

and NEXT

And then, descending into the Darkness of the night

The Beastman Confederate, having turned away from Jeuno, was heading straight for Tavnazia. Cait Sith and the others watch the scene unfold. While worried about her fellow tribesmen who were late to join them, Nui commanded her companions to move on to the next step. Odral and Aquila, who had transformed into Nag'molada, appear as if to take their place. Odral and Aquila exchanged glances, checking something about Lilisette, and then headed toward the mysterious space. There appeared a bewitching woman with black wings— The plot that would determine the fate of the era was advancing steadily, though its full scope remained hidden.

← Nui, concerned for the safety of her companions. Just as she feared, Shia falls into the enemy's hands.

→ A mysterious beauty appeared before Odral and the others. Could she be Lady Lilith...?

Conversation: A ruthless declaration of victory

Kam'lanaut: Rejoice! The enemy has fled before our majestic presence! Today, at this very moment, Jeuno and the Coalition forces will etch their names in history! Everyone, this was a just cause! It is the victory of humanity! We have won this battle! (Jeunoan soldiers cheering) Zazarg: ... Victory, you say? In this mess...? Romaa Mihgo: It's not quite like that, though... Rongelouts: What are you thinking? That so-called Archduke Jeuno ..... Lilisette: .....

Conversation: Something that shouldn't exist in this era

Aquila: There he is, the one who beat my Galarig! Or that girl with the long ears... Hey, that girl... Odral: Yeah...
Aquila: Being in this era means that...
Odral: Probably .....
Aquila: ...So, there are others besides us after all? I was thinking it was weird because things weren't going well.
Odral: ...But, in any case, it's an existence that shouldn't be here. Aquila: Hmm. I see... poor thing.

Scenario Staff Q&A

Q&A with the Scenario Staff

~Altana: The Divine Soldier~

Q: What inspired you to set the story in a world from the past?

There were plans to expand the story to Kitakata and the "Hingashi no Kuni," but we decided on a story that jumps back in time to delve deeper into the narrative, showcasing settings that were previously only described in text as actual on-screen scenes and player experiences.

Q: While the setting is the same as in the Three Kingdoms Missions, the story takes place in the past. What considerations did you have in mind for this? Ogawa: In "FFXI," the initial setup was to start from each of the three kingdoms and head towards Jeuno. This time, we decided to do the opposite: start around Jeuno and head towards the three kingdoms. This allows us to showcase the differences between the present and the past, creating a fresh experience. Since there's only about a 20-year gap between each era, we can't make major changes to the terrain. However, having the exact same map would be uninteresting, so we've come up with solutions like making certain areas inaccessible in the present day. For those who chose the San d'Oria army when first selecting their faction or ended up in the Sauromugue Champaign, I apologize for the high difficulty. However, I hope you'll bear with it, thinking that those struggles might eventually become fond memories (laughs).

Q: What aspects do you pay attention to when depicting the history of each country through Quests in Vana'diel Past?

Iwao: This time, we have to depict the war head-on, so we're working closely with the scenario writer to ensure that the portrayal of the military, the tactics, and the psychological states of people in extreme situations is absolutely accurate.

Q: There are a few differences from the previously released timelines and materials. What's the intention behind these changes?

Iwao: In many historical works, the audience usually already knows the outcome, right? So, the author adds elements like dialogue and scenes to entertain, or builds the story around surprising twists like, "Actually, ○○ wasn't dead!"I think the story is structured around such unexpected hypotheses. With a similar intention, "Wings of the Goddess" also occasionally "betrays" historical facts. However, since the history of Vana'diel isn't widely known, we'll refresh players on the historical facts while also offering some surprises. I believe both are necessary.

Kyo: In the case of Bastok in Vana'diel Past, the timeline only mentioned the assassination of a minister as a notable event, so we decided to shine a spotlight on the Galka civil war.

Iwako: Bastok likely didn't mention the Galka civil war incident because it was a piece of history they didn't want to include. The timelines of each country released so far likely omit events that are inconvenient for each nation, or conversely, sometimes contain fabricated or exaggerated information. In that sense, I believe history is not a set of rigid facts, but rather a fluid "narrative."

Q: How were the main characters in the main Mission, like Lilisette, created?

In Vana'diel Past, Takahashi Lilisette serves as the voice instead of being a playable character. To set her apart from Prishe, we made her a bit more girly, with a style that lets her speak her mind freely. With facial motion added this time, we've put a lot of effort into her gestures and overall presentation. Since she's a Dancer, I wanted the dance scenes to be memorable. So, I gave the motion team a lot of dance videos and asked them to do it like this. As for Ragelise, the knight who has a close relationship with Lilisette, I didn't want him to be a rigid, formal knight, as that wouldn't be interesting. Instead, I wanted him to have a charm that draws players into the story, so I made him a friendly and capable character. The image I had in mind was something like the second son from a good family or the young, carefree owner of a kimono shop.

Altana Saito M07 ■ For "Skyblaze," we put a lot of thought into how to make Ragelise look cool. He's a swordsman, but he's a bit dull when he only uses a sword. So, we had him pick up a spear midway through, and the motion team improvised the jump and other moves afterward, which turned out amazing (laughs). Personally, the parts I was most eager to include were "showcasing a shield bash" and "Odral deflecting Ragelise's attack with a sharp snap of his arm." I hoped that by showing Ragelise's attacks, which had been overwhelming his enemies up until that point, being completely ineffective, we could convey that Odral's strength is on a completely different level.

Takahashi: There was also an idea for him to deflect attacks with his fingers, but I thought that might be over the top, so I went with the arm instead. Since the character models for Odral and Aquila from Formul don't allow for facial expressions, we gave them more intense personalities. For the other characters, too, since this is a group drama set against the backdrop of war, we've emphasized their individual personalities to make each one more dramatic.

Q: Could you give us any hints about the true identities of Cait Sith and Lady Lilith?

Iwao: Cait Sith probably shouldn't be in that world.

Director

Koichi Ogawa

Koichi Ogawa

He was responsible for directing Wings of the Goddess and creating the Vana'diel Past map. He also worked on a Quest about the origins of bean dishes, among other projects. Notable work: "Brave Fencers Musashi Den"

Planner

Kumiko Takahashi

Kumiko Takahashi

Wrote the Mission scenario for "Wings of the Goddess." She is also responsible for the Windurstian Quest series in the Vana'diel Past. Notable work: "Kingdom Hearts II"

Planner

Yoshitsugu Saito

Yoshitsugu Saito

Responsible for the overall direction of all cutscenes. For the Scholar's Quest, he created the Scholar's character and developed the scenario. Notable works: "FFX," "Xenogears," and "Chrono Cross"

Planner

Kenichi Iwao

Kenichi Iwao

He oversaw the world setting and dialogue for "FFXI." He loves ancient history, and it seems that influences are also reflected in "Wings of the Goddess"? Notable works: "Parasite Eve 2" and "Einhänder"

She's not supposed to be here.

Takahashi Lady Lilith is the woman featured in the illustration released at "Vana★Fes 2008." I can't say anything more at this point.

Q Will the time paradoxes caused by the player character crossing time become significant in the story going forward?

Iwako: In time travel stories, I think the key isn't just about crossing time itself, but rather about how you use the intriguing concept of time as a narrative device. However, in the end, time itself will likely become a major key, tied to the Cavernous Maw. It would be great if we could deliver a fresh storyline by bringing together characters with different perspectives: those directly involved in the incident that twisted the timeline, those who are aware of it, and those who are completely unaware.

Q: In "Wings of the Goddess," two new Jobs, Dancer and Scholar, were added. How did you create the Quests related to them?

Saito: Kyoya skillfully connected the Dancer's story to the present day by combining it with the tale of the Order of Valeriano, which has been operating in various regions since the early days of "FFXI." I was in charge of the Scholar's story. I struggled with the idea of a Job that existed in the past but not in the present, so I decided to make it "buried and lost in time." I worked with Iwao to figure out the specific incident that would lead to the scholar's erasure from history.

Iwako: Also, Q62, the part revealed in "The Grimhold's Heir" where military strategy books are banned and military strategists are denounced—it's a common theme in real history, but it's still very sad, isn't it?

Q What ideas gave rise to the newly introduced large-scale battle content, "Campaign"?

Ogawa: Our battle lead, Ito (Ito Izumi: responsible for planning and refining the Campaign), mentioned wanting to create something that further developed on Besieged. We thought that would fit well with The Crystal War's world, so once we decided that Wings of the Goddess would be set during The Crystal War, we started building it alongside the main story. The concept is to let players experience The Crystal War. However, while saying that, it would be too lonely if it were just three or four people fighting separately. So, we're aiming to create an atmosphere where enemies and allies are all mixed together as much as possible. For the NPCs like the generals, we wanted to introduce unique characters in battle. The person in charge came up with ideas, and I asked Iwao to develop their backstories.

Planner

Yoko Kyouya

Youko Kyouya

Responsible for the Vana'diel Past Bastuuk Quest and the Dancer Quest. She says that drawing Volker is easy, but Zayd is challenging. Representative work: (This is the first work)

Iwao: Currently, there are 10 NPCs from each country and about 22 guest characters. However, initially, we had planned for a much larger number of characters, so we had virtually no idea when the work would be finished (laughs). While I wanted to create an atmosphere of a fragmented, warring era, I was also worried that too many characters might make it difficult for players to remember them.

Saito: While Iwao does a great job considering each character's background, I think the battle team is struggling with the many constraints imposed by the setting. There are numerous constraints related to historical accuracy, such as not allowing characters to use the word "summon" in their dialogue during this era.

Q In the Campaign, there are also characters who possess Relic Weapons. Are there plans to develop their stories, particularly those who will later become members of the Hydra Corps?

Saito: I'm still figuring out how to develop the Hydra Corps in the Vana'diel Past. In Dynamis, a character appears in the Campaign who isn't the one with the Relic Weapon, and I really want to write a story about how the weapons are passed down between the two of them. However, if the Weapon is passed on, that raises the question of what to do in the story with the character who had been fighting alongside the Adventurer up to that point.

Iwako: I'm currently working on a solution, so I'd like to do it at some point.

Q Please share any messages you have for players, including anything you'd like them to keep an eye on going forward.

Takahashi: In previous Missions, we used lines and dialogue to explain the world, such as the story of the gods. This time, however, we're focusing on "showing" the world through action and facial expressions, so I hope you'll take a look at that.

Kyo'ya: One of the game's features is the ability to glimpse into the pasts of existing NPCs, so in terms of Bastok, keep an eye on what Zaid and Falker are up to next. In the Version Update from April 2009, we added the origin of the scar on Folker's face. While it might seem subtle, the story takes a sudden turn, so I hope you'll keep an eye on it. Saito: Since around the time of "Rise of the Zilart," I've been striving to improve the quality of presentation with each Mission and Quest I create. It's challenging as a creator, but please continue to enjoy how the events evolve in the future.

Iwako: The differing perspectives based on one's nation or position will likely become the focus of future developments. We'll be focusing on creating a spectacular experience while also delving into the interpretation of time and historical facts, so please look forward to it. Just like with The Serpent Generals, I think we might also create a Quest for the Campaign Generals if there's enough demand from you all. ■ Windurst Q28: "Baban-na-Wae Ilea's Adventure" was also created in response to players asking, "What's that Mandragora?"We decided to create it in response to that, and we'd like to actively address requests like "I'd like you to focus on this."

Ogawa: As of the Version Update in April 2009, we've finally completed half of the Missions and the Vana'diel Past Three Kingdoms Quests. From now on, each will develop in its own exciting direction, so we look forward to your continued support.

Chapter 3

QUEST STORY GUIDE

Quest Story Guide

Quest Basics

Quest Story Guide

The small stories known as "Quests" are scattered throughout Vana'diel. The stories, which depict the lives of the people living in each region, make your adventure in this world feel more relatable.

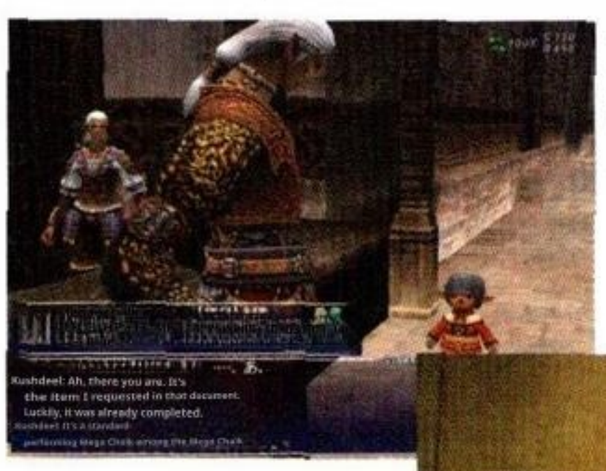
Quest: ►►►►►►►►► Requests from a variety of people

A Quest is a personal request made to an Adventurer by individuals, including citizens. The requests range from procuring items and defeating Monsters to investigating a murder case and even providing advice on a royal marriage. On the following pages, we'll introduce the stories of each Quest, divided into the 10 categories unique to this book, as listed on the right-hand page.

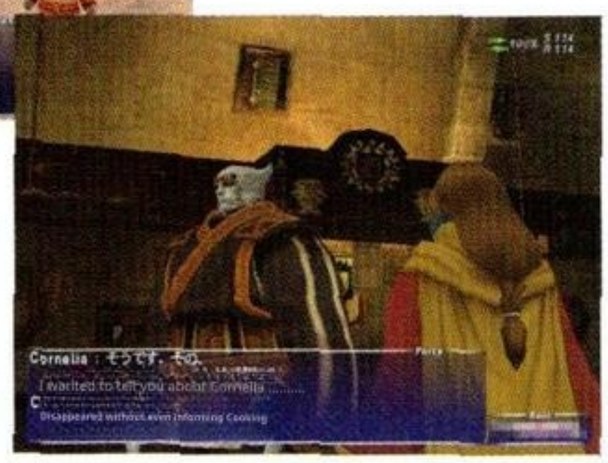
← In the Main menu's "Quest" section, you can view the list of quests and check the status of offers and completion.

How to progress through a Quest

The steps for progressing through a Quest are shown in the sequence of images on the right. It's essentially the same as a Mission: you receive an offer from a client, complete the request, report its completion, and then it's marked as complete. However, it's not uncommon for some Quests to require specific conditions, such as a certain level of Fame in a particular region or a specific Job and Job level, before they're offered. There are also "series Quests" where completing another Quest is a condition for receiving the offer, and the story flows as a connected series.



← In most Quests, you get rewards like Items, Gil, and a new Job upon completion.



→ Quest series, where a single story unfolds across multiple Quests, often offer a deeply engaging narrative experience.

1 Accept an offer

Talk to the client and accept the offer. Sometimes, an offer may be automatically given due to an Adventurer's actions during another Mission or Quest.

2. Complete the request

Achieve the goal as specified in the offer. Often, you deliver a specific Item to the client, but there are also quite a few Quests where a battle awaits along the way.

3 Report completion

Once you've fulfilled the request, report back to the client to complete the task. Some Quests don't require a report; they're completed once you've finished step 2.

Quest INDEX

Kingdom of San d'Oria Quest ►►► P.230

Quests offered in San d'Oria. Most are quests where you deliver the Item requested by the client, but those related to the State Church are also notable.

Republic of Bastok Quest ►►► P.250

Quests offered in the capital, Bastok. Many of them focus on Bastokan technology or address interracial issues between Hume and Galka.

Federation of Windurst Quest ►►► P.274

Quests offered in the Holy City of Windurst. There are plenty of somewhat comical quests, with a focus on those related to Windurst's renowned research institution, The Five Ministries.

Grand Duchy of Jeuno Quests ►►► P.298

Quests offered in the city-state of Jeuno. Not only are there many stories told as a continuous Quest, but there are also instances where two continuous Quests intertwine and unfold together.

Other Quests ►►► P.320

Quests that begin in the two port towns of Selbina and Mhaura, as well as across The Middle Lands. Some stories begin with offers from the Beastmen.

Frontier Quest ►►► P.342

Quests offered in the frontier settlements of Rabao, Kazham, and Norg. Quests stemming from the Rise of the Zilart Mission are also included in this category.

Empire of Aht Urhgan Quest ►►► P.356

Quests offered across The Near East, with a focus on Al Zahbi, the imperial capital of the Empire of Aht Urhgan. Stories unfold with a unique twist, distinct from those in The Middle Lands.

Vana'diel Past Quests ►►► P.374

Vana'diel during The Crystal War ––– Quests requested in the Vana'diel Past. There are times when completing a Quest can alter the course of history.

Job-related Quests ►►► P.390

Quests closely tied to each Job. These include quests to learn Advanced Jobs and quests to obtain Job-specific Artifact equipment.

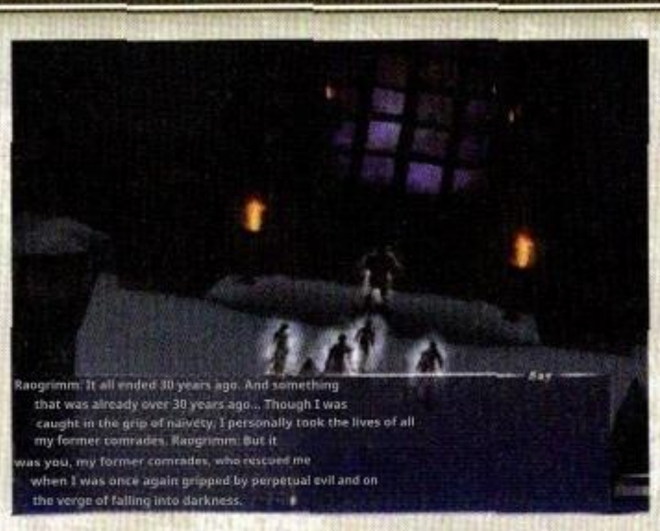
Special Events ►►► P.434

Events that aren't on the Quest list but progress in the same way as Quests. Among them, we've compiled events featuring Dunamis and Relic Weapons that have a strong narrative component.

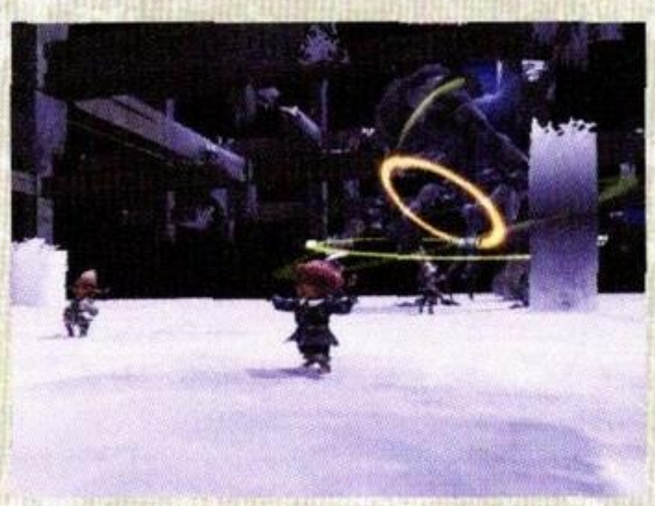
Column: Events not categorized as Quests

In addition to the events referred to as "Special Events" above, this game also features events that aren't classified as Quests but progress in the same format as Quests. For example, events that serve as prerequisites for entering a specific area or for unlocking new features are typical examples. Additionally, battle-focused events like "Limbus," where you confront monsters sealed within Paradise Lumoria, and "Einherjar," where you challenge those that dwell within the Hazhalm Testing Grounds, fall into the same category.

Even in those events where the narrative background isn't explicitly stated, elements that expand the worldview are subtly woven in, such as Beastmen heroes who have made their mark in history and legendary monsters appearing as enemies. One of the ways to enjoy this game is to hunt for those elements.



← The story of Dynamis is deeply intertwined with the Three Nations Missions (→P.114) and the "Chains of Promathia" (→P.142).



→ In addition to weapons from ancient civilizations, Limbus also features heroes from the Beastman Confederate, who were feared during the Crystal War. What mystery lies within?

Quest Story Guide

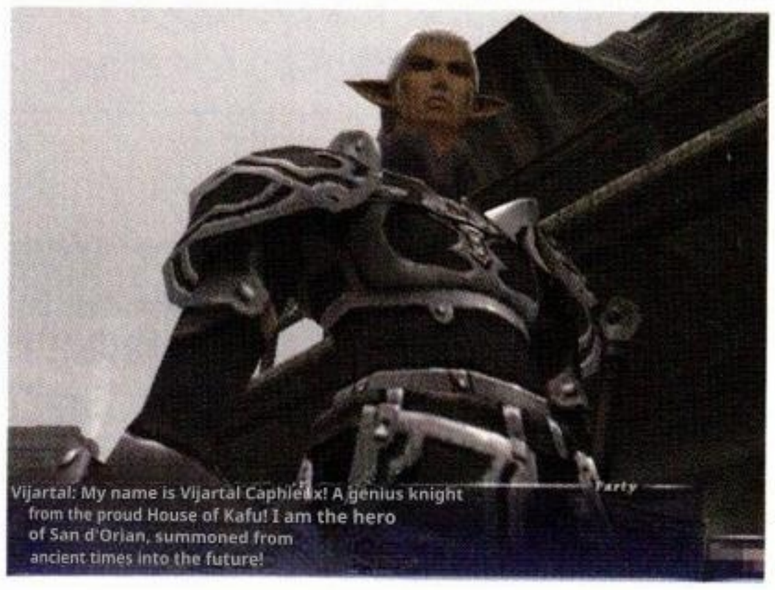
Kingdom of San d'Oria Quest

The Kingdom of San d'Oria

Stories unfolding in a kingdom vibrant with valor and faith

Quests in the Kingdom of San d'Oria can be broadly categorized into four types: those involving the Knights Order, those involving the San d'Orian Church, those involving the royal family and nobility, and those involving the lives of commoners. Among them, there are many Quests that somehow involve knights or are connected to the State Church.

The stories tend to be relatively formal, perhaps reflecting a national character that values tradition and hierarchy. In contrast, San d'Oria Q54, "Holiday at Chateau d'Oraguille," humorously portrays the commotion that unfolded within the royal family.



← There's also a unique Quest where a knight who has time-slipped from the past appears (→P.235).

Kingdom of San d'Oria Quest List

No.	Quest Name	Page where it appears
01	The security guard is covered in scratches	P.231
02	Procurement of flint	P.231
03	A merchant's request	P.231
04	Armor merchant Rosel	P.231
05	Personal appearance	P.232
06	Lizard skin	P.232
07	Black Tiger Fur	P.232
08	The temptation of sweet honey	P.233
09	Tiger's fang	P.233
10	The Gravekeeper's Dilemma	P.233
11	Weapon procurement	P.233
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13	The Woman with Insomnia	P.234
14	Adventurer's Diary 1	P.234
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34	The Gateway to Paradise	P.240
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43	The secret to great bean dishes	P.243
44	Meat dishes	P.243
45	Troublesome customers	P.244
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50	Smuggling by the Burghiel Trading Company	P.245

No.	Quest Name	Listing page
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52	In Queen Rotha's Garden	P.246
53	The Female General's Secret	P.246
54	A holiday at Chateau d'Oraguille	P.246
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56	Rumors about the Dungeon Keeper	P.247
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64	Apprentice promotion exam	P.400
65	Apprentice Promotion Exam 2	P.400
66	Knight Promotion Examination	P.400
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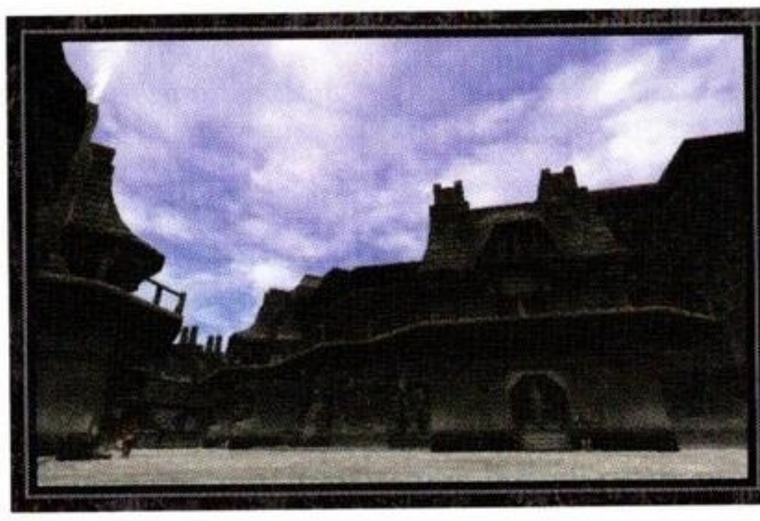
69	Sword of Oath	P.401
70	The Sacred Seal	P.414
71	Craftsmen never rest	P.414
72	A great legacy	P.415
73	Those who trust each other	P.415
74	The Ice Trial	P.416
75	Ice Trial: Revised	P.417



QUEST STORY GUIDE

South San d'Oria

The Kingdom of San d'Oria

San d'Oria Q01: The guards are covered in wounds

Client: Grenne

Character

Grenne

The wife of the guard Arbelion. She makes ointments for her husband, who is constantly injured.

Arbelion

A guard who protects the forests of West Ronfaure. He always carried his wife's medicine with him, but...

Worried about her husband Arbelion, who had forgotten his medicine, Grenne asked the Adventurer to deliver her handmade ointment to him. The Adventurer heads to West Ronfaure, finds Arbelion—who was injured after being attacked by a monster—and hands him the medicine.

↓ After Arbelion finished using it to return it to Grenne. The Adventurer returned the medicine container to Grenne.

Check: Beloved Wife's Ointment

Handmade ointment

An anti-infective ointment contained in a seashell. It has a pungent odor.

Grenne, worried about her husband, makes this ointment herself. When the Adventurer delivers this, Arbelion has a wound from a battle with a Worm Monster, and he immediately applies the ointment to heal.

Check Grenne's anxiety

Grenne, who received the container from the Adventurer, says her husband has been getting injured more often lately. She explains that the reason for this is the increase in the number of Monsters roaming the Ronfaure Forest.

San d'Oria Q02 "Procurement of flint"

Client: Regata

Character

Regata

An employee at the tavern "Lion's Fountain" in South San d'Oria. Her daily task is to light the fire in the hearth.

Regata, who looks after the fireplace at the Lion's Fountain, asks the Adventurer to collect flintstones for lighting the fire.

↓ According to Regata, flintstones are It seems there's always a shortage.

Check: Receipt destination

The d'Oraguille royal family has two princes, Trion and Pieuje, but the delivery address for the receipt is randomly determined when you accept a Quest. The name on the receipt is written so elaborately that it's impossible to read, so you need to listen carefully to Rosel to ensure you deliver the receipt to the right person. By the way, the receipt is handed over to the prince via the gatekeeper at Chateau d'Oraguille. If you deliver it to the wrong person, the gatekeeper will warn you, and you'll only receive half the Gil as a reward.

San d'Oria Q03: "The Merchant's Request"

Client: Parvipon

Character

Parvipon

A merchant who deals in leather. He's always near Leather Egild, perhaps one of his regular customers.

Parvipon says he wants about three wild rabbit pelts, and the Adventurer hands over the pelts he has obtained.

↓ Parvipon still needs more fur He says he will take the hides.

Check: Dress neatly

When the Adventurer delivers the receipt to the gatekeeper at Chateau d'Oraguille, the gatekeeper points out the Adventurer's poor appearance. Afterward, when the Adventurer goes to report to Rosel, he introduces the leather craftsman Hana Poona to help improve the Adventurer's attire. This marks the beginning of a series of Quests involving her (→ P.232).

San d'Oria Q04 "Armor Merchant Rosel"

Client: Rosel

Character

Rosel

A craftsman who runs the "Rosel Armor Shop." She's busy making a cape for the prince, so she can't leave her work.

Rosel, who is very busy, entrusts the Adventurer with delivering the receipt for the cloak to be presented to the prince of the Dragiko family at the castle.

↓ Upon receiving the receipt, the gatekeeper frowns at the Adventurer's attire.

Continuous Quest: San d'Oria Q05, San d'Oria Q06, San d'Oria Q07

Leatherworkers in training

Hana Poona of Mithra is an apprentice craftsman training at the Leather Guild. Eager to hone her skills, she asks Adventurers to gather various leather materials for her training.

Character

Hana Poona

A Mithra craftsman who belongs to the San d'Orian Leather Guild. Although I'm still an apprentice, I'd like to use my training to try working with new materials.

San d'Oria Q05 "Appearance"

Client: Hana Poona

Hana Poona, whom the Adventurer met at the Leather Guild, is an apprentice who aspires to become a full-fledged craftsman. She's eager to hone her skills quickly by taking on various jobs, but it seems she's not finding good work. Meanwhile, Hana approaches the Adventurer with a proposition: if they bring her a large sheep's pelt, she will make them equipment from it.

↑ Once you deliver the fur, Hana Poona immediately gets to work, skillfully crafting leather gloves for you.

Check Hana Puna's craftsmanship

Adventurers can also make the leather gloves they receive from Hana Poona by performing Crystal Synthesis. The skill level needed to craft them is roughly one step below the transition from "Amateur" to "Apprentice" in the Synthesis Skill Rank. With that in mind, Hana Poona at this point can still be considered a novice craftsman.

← Gloves made from tanned ram leather and hemp cloth. Even novice Adventurers can equip these.

San d'Oria Q06: "Lizard Skin"

Client: Hana Poona

Hana Poona has become accustomed to handling ram fur and has improved her skills. This time, she decides to try making equipment from lizard skin, and asks an Adventurer to procure the materials. Hana Poona jokingly asked the Adventurer who had safely delivered the Lizard skin to become her personal Hunter, and then proceeded to beautifully craft the Zard Gloves.

↑ It seems that the Lizard hide Hana-Poona requested can be obtained from the Lizard Tribe, which can be found in places like the Valkurm Dunes.

Check After improvement

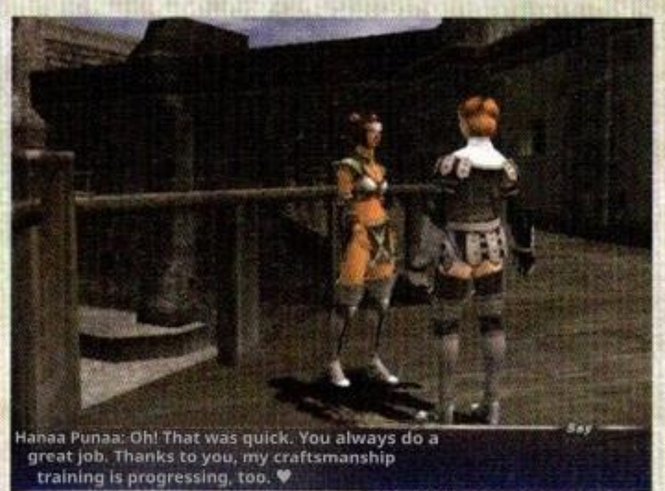
Like Leather Gloves, Lizard Gloves can also be created through Synthesis. The difficulty level for this is right in the middle between "Apprentice" and "Trainee," indicating that Hana Poona's skills are steadily improving.

← Leather gloves reinforced with thick lizard skin, making them even more durable.

San d'Oria Q07 "Black Tiger Fur"

Client: Hana Poona

Hanaa Punaa says she wants to test her skills with the finest black tiger fur. When an Adventurer brought her the fur, she put all her skill to work and created a tiger stole.



↑ Adventurers defeat the ferocious Swordtiger tribe that inhabits the Jugner Forest and other areas to collect black tiger fur.

← Hana Poona praises the Adventurer's skillful craftsmanship. She also seemed pleased with the finished Tiger Scarf.

Check: A masterpiece crafted by a skilled artisan

The Tiger Stole crafted by Hana Poona in this Quest is a piece of equipment that, unlike the Leather Gloves or Lizard Dog Gloves from before, cannot be created through Synthesis. Its performance is also more than satisfactory, and it's no exaggeration to call it a true masterpiece crafted by a skilled artisan.

← A stole crafted from black tiger fur. It's an original creation by the artisan Hana Poona.

The leather craftsman is currently in training

Fin

San d'Oria Q08: "The Temptation of Sweet Honey"

Client: Rambroise

Character

Rambroise

The owner of Rambroise Grocery. We pride ourselves on having the best selection in the three provinces.

Katarina

An employee at the tavern "Lion's Fountain." He visits the grocery store to buy ingredients.

The Adventurer, who had come to the grocery store, ran into Katarina from the tavern "Lion's Spring." She tells Rambroise that the tavern's signature Aqua Marlsam is out of stock and places an additional order. The grocery store is out of stock, and Rambroise starts thinking. At that moment, he spots the Adventurer and asks him to gather the honey needed to make Aquamulsem.

↑ Rambroise feels vulnerable after Katarina places an order and then leaves.

Check: Gen's Specialty

Aquamulsum

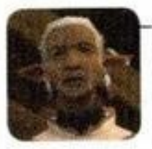
A sweet drink made from honey.

The Aqua Amrusum that Katarina came to order is a drink said to be the specialty of the tavern "Lion's Fountain." However, even when you go to the tavern, it's always sold out, making it a truly elusive item.

San d'Oria Q09 "Tiger's Fang"

Client: Tamila

Character



Tamila

The owner of "Tamila's General Store" in South San d'Oria. She offers a range of products primarily geared toward Adventurers.

Tamila had received an order for sacred equipment from the Cathedral of San d'Oria, but she was short of the required material: black tiger fangs. Recognizing the Adventurer's skill, she asks them to procure the fangs.

↑ Perhaps due to high demand, Tamila says she will accept Black Tiger fangs as many times as needed.

Check the Dragon King's Tomb

Before accepting the quest, Andecia asks the Adventurer if they know about King Ranpeerre's Tomb. When the Adventurer answers "No," she explains the tomb's structure. According to her, the Dragon King's tomb is built around a natural cave, and the king's tombstone stands at the end of the cave. This design was apparently intended to deter bandits, but ironically, it seems to have created an environment that now attracts monsters.

↑ Near the tombstone, you can also spot Goblins and other creatures. However, this tombstone does not mark the actual grave of the Dragon King (→P.62).

San d'Oria Q10 The Gravekeeper's Dilemma

Client: Andecia

Character

Andecia

A female gravedigger who maintains King Ranperre's Tomb. It seems that she hasn't been able to do her job properly lately due to the monsters.

An Adventurer who was asked by Andecia to change the water in front of King Lampeil's grave. The adventurer drove away the Monsters swarming the cemetery and successfully changed the water.

↑ Andecia provides the water for offerings in a leather bag.

San d'Oria Q11: Weapon Procurement_

Client: Elvor

Character

Elvor

The owner of the weapon shop "Elbol of Swords". A major job came in.

Alexius

A traveling Weapon merchant who is always by Lake Meshum in the Jugner Forest.

When the Adventurer visited "Elball of Swords," the shopkeeper, Elball, called out to them. He asked if the adventurer could help place an order with an outside merchant because he was short on inventory. The Adventurer agrees and heads to the Jugner Forest to deliver Elball's weapon order to the traveling merchant Alexius. Accepting the deal, Alexius hands the Adventurer a Weapon Order Form in lieu of a receipt. ↓ Alexius stands alone in the dangerous Jugner Forest, where Orcs and other creatures roam.

Check Weapon supplier

When the Adventurer delivers the Weapon Order Form to Elvor, he reveals that this major ■ job was commissioned by the Burgeil Company. The Bulger Trading Company is an organization based in San d'Oria that, in pursuit of profit, also engages in criminal, shady dealings. In fact, Adventurers sometimes end up playing a role in the shady dealings of the Burgel Company (→P.245).

San d'Oria Q12: "The Dirty Signpost"

Client: Moji

Character

Moji

An elderly woman who lives in the royal capital. It is said that in the past, signposts were placed along the roads within the kingdom.

Upon learning that the signpost she had once erected had become dirty and unreadable, Moji asked an Adventurer to clean it.

↓ When the Adventurer wipes away the dirt, the letters so that it's clearly visible.

San d'Oria Q13: "The Woman of Insomnia"

Client: Powerara

Character

Pawara

A woman who lives in South San d'Oria's Servant's Alley. She has been struggling with insomnia lately.

Because Powerara can't sleep, the Adventurer manages to procure Merry's Milk, which brings about a restful sleep.

↓ I can't fall asleep even after counting 50,000 sheep. Powala confesses.

Check: Getting a good night's sleep is a challenge

Mary's Milk

The mythical sheep's milk that brings a sense of peaceful rest.

Adventurers struggling with sleep deprivation seek Merry's Milk, which can be obtained from a Monster called a Straymerry, a giant sheep that inhabits the Konschtat Highlands. However, Stray Merry only appears very rarely, so defeating this Monster to obtain the milk is a challenging task. By the way, Adventurers can also drink Merry's Milk, which causes a sleep-related status ailment.

San d'Oria 014 "Adventurer's Diary 1"

Client: Amora

Related San d'Oria Q51 "Crossing the Urgallan" (→P.245)

Character

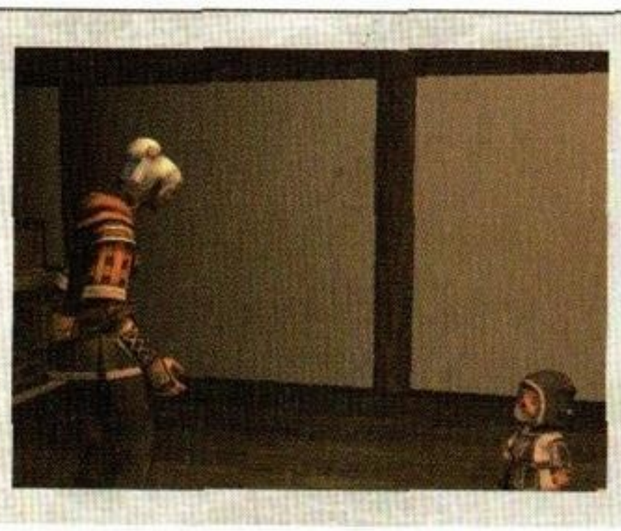
Nen

A woman who lives with her son, Laminel. She is suffering from Davoi pneumonia.

Amora

An old woman who is knowledgeable about medicine. She seems to have an idea for a medicine that works for coughs.

When the Adventurer read a diary found in a private home, it mentioned a moss that was effective against the illness afflicting Nen. When asked, Amora said it was a moss called Tachiji Yakougoke. The Adventurer, having found the moss, asked Amora to make the medicine.



↓ Nen, having received the medicine, expressed gratitude. She gives you the Book of Treasures.

Check: Who wrote the diary?

The diary that triggers the Quest was written by a character named Louverance, who appears in "Chains of Promathia" (→P.146). As you read through the diary, you find that on page 1, he's researching the Beastmen; on page 2, you learn his identity; and on page 3, there's a description of Tachijako Ugoke. Furthermore, as you continue reading through to page 4... (→P.245).

San d'Oria Q15 A distant bond

Client: Femito

Related "Bastok Q17 "Neighbors of the Krautz Bridge" (→P.256)

Character

Femito

A woman who became the head of a noble family at a young age.

Michea

An Elvaan goldsmith living in Bastok.

Femit, the female head of a certain noble house, hands the Adventurer a goldsmithing commission, requesting a thrilling piece crafted by an "Elvaan goldsmith." The Adventurer delivers the order form and materials to Michea, who then creates a stunning pendant.

↓ Femit hands the Adventurer an order form and tells them to find an Elvaan goldsmith.

↑ Upon seeing the order form, Michea remarks, "That's so like my aunt," with a wry smile, but...?

Check Femito and Michea

As Michea says, Femito and Michea are close friends. Michea's background is detailed in Bastok Q17, "Neighbors of the Krautz Bridge" (→p. 256). Femito found the missing Michea in Bastok and attempted to bring her back to San d'Oria, but his wish was denied due to opposition from all of her relatives. Since then, Femito has been very concerned about Michea, and has been checking on him under the guise of goldsmithing orders like this one.

↑ Rouva, Femito's companion, recounts that when faced with opposition from all relatives, Femito even shed tears of regret.

San d'Oria Q16 "A Rare Guest"

Client: Ermemarg

Req. San d'Oria M2-1 "Journey Abroad" (→P.57)

Character

Ermemarg

The knight commander of the Temple Knights, who is investigating the theft of the royal seal.

Vijartal Caphieux

A mysterious knight who bears the same name as the hero who was active during the Age of Two Dynasties.

Fion

A woman from Elvaan who recently moved from Bastok.

Lloyd

Hume, Fion's husband, is from the Republic of Bastok.

Milsheral

Fion's younger brother. To honor his ancestor's will, he steals the royal regalia from the castle.

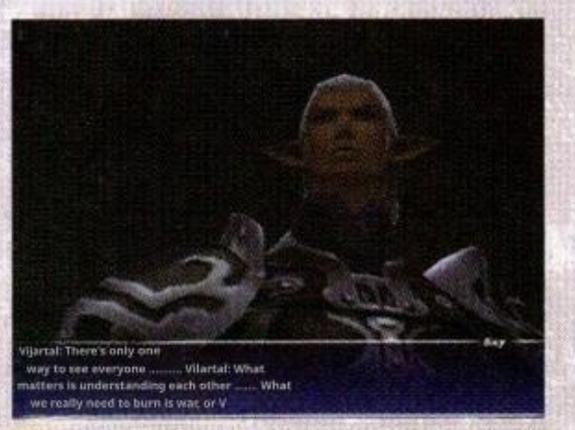
Halver

Vizier of San d'Oria. Interrogates the captured Vijartal.

Tasked by Ermemarg to apprehend the thief of the royal regalia, the Adventurer pursues the culprit and encounters a mysterious knight in Ordelle's Caves. The knight claims to be Vijartal Caphieux, a hero from the Age of Two Dynasties 200 years prior, and makes suspicious statements during Halver's interrogation, such as having received a mission from the then-king, Lusique. Eventually, Vijartal realizes that the power of the royal regalia has transported him 200 years into the future. Feeling at a loss and growing desperate, he nevertheless heeded the request of Fion and Lloyd, a married couple he had met, and worked alongside the Adventurer to help Milcie Ellar, who had stolen the royal seal. In the midst of all this, Vijartal, having learned why people would call him a hero, returned to his own time with a certain resolve in his heart. Upon learning the cause of this death from Lloyd, Viljartal is deeply shaken.

Check: Hero Viljartal

In this Quest, you'll hear from Halver, Lloyd, and others about the beginning of the Age of Two Dynasties (→P.52) and the heroic Viljaltar, who played a key role during that time. Viljaltar originally served King Lusique and was secretly ordered to assassinate Duke Fernan, the king's brother and political rival. However, upon learning about the Lloyds' beliefs in the present day, he refrained from assassinating Duke Fernan and instead cooperated with the duke to safeguard the future he envisioned, one where "nations join hands." And eventually, he retired to Bastok. Fion and Mil Cheral were his descendants.



↑ What we should hate is war, and what matters is understanding one another... Vilartal ponders Fion's words.

San d'Oria Q17 "New Knights Order Training Guidelines"

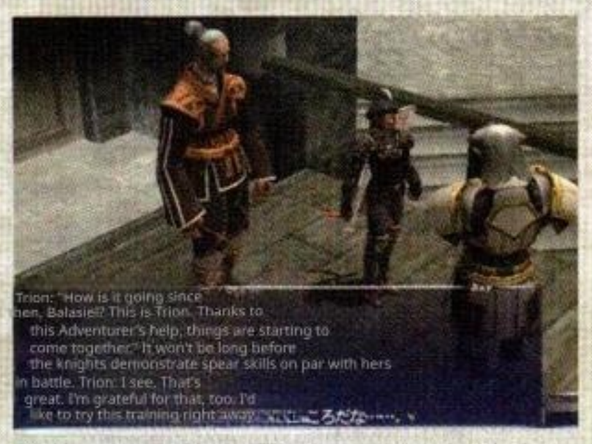
Client: Balasiel

Character

Balasiel

A former Royal Knights knight initiation examiner. Following orders from Prince Trion, she is currently exploring new training guidelines for spear skills.

An Adventurer was asked by Balasiel to actually try out the training to finalize the new spear training guidelines. Upon completing that training, the Adventurer masters the spear technique Impulse Drive.



↑ Trion expresses interest in the completed training manual and says he wants to try it himself.

San d'Oria Q18 "Merchant from Tavnazia"

Client: Rouva

Character

Rouva

Femito's attendant. Hears rumors about a survivor from Tavnazia.

Femito

The master whom Rouva serves. He is interested in her memories.

Upon learning that the Adventurer had been to Tavnazia, Rouva asks them to gather the herb Levenwart, which can only be found at Cape Leven, so that she can feed Femitte the Tavnazia dish she made previously. When the Adventurer delivered the herbs, Rouva shared memories of the merchant who had once sold them to the Adventurer and Femitte.

↑ It seems that Rouva had feelings for that merchant—Despasière.

Check: The Power to Transcend Time

Just before arriving in the present day, Vilartal was on his way to the royal capital with the royal seal in hand, intending to assassinate Duke Felenan by getting close to him. However, he encountered a storm and took shelter from the rain in Ordelle's Caves. There, the mysterious power of the caves and the royal seal resonated, causing him to travel through time. Realizing this, Vijartal borrows the royal staff from Milcheral, resonates with the power of the cave, and returns to his original time.

Check: What is the Hero's Will?

Milcheral stole the royal staff to fulfill the last wish of her ancestor, Vijartal. Vijartal, who returned to the Age of Two Dynasties from the present day, made two preparations in anticipation of the turmoil that would unfold 200 years in the future. One was to instruct his descendants to bring the Royal Scepter to Ordelle's Caves as a means for him to return to the past. The other was to have Duke Fernan write a letter of pardon to save his descendants from being charged with the crime of taking the regalia. As a result, Milsielar, who stole the royal regalia, is acquitted.

Continuous Quest: San d'Oria Q19 and San d'Oria Q20

Mistal's Honor

Sauvane, whose husband is the head chef at the royal palace, was searching for Louverance, the heir to the fallen House of Mistral. To warn him of the danger he faces .....

Character

Sauvane

A housewife living in South San d'Oria. Her mother served the Levmer family and was punished on False Charges.

Ondume

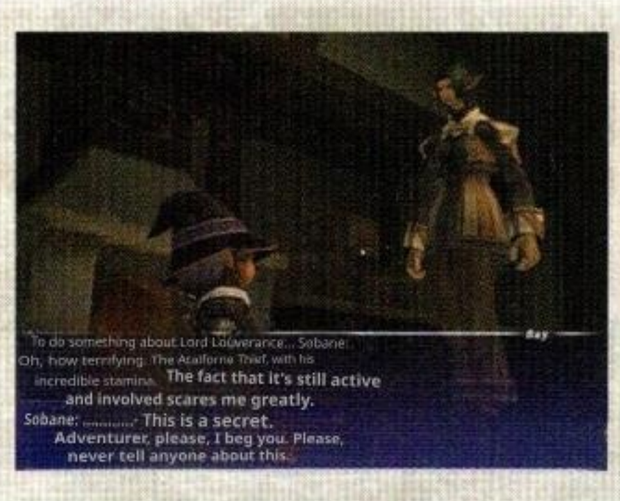
The royal palace's head chef and Sauvane's husband. He cautions his wife, who remains fixated on the Mistal family incident.

San d'Oria Q19 "Noble Blood Flows"

Client: Sauvagne

Related: Frontier Q06 "Journey in Pursuit of Dreams" (→P.344)

The prominent aristocrat, Count Tyrom, is searching for the descendants of the fallen House of Mistral. Sensing a conspiracy behind the rumors, Sauvagne asks the Adventurer to ascertain the whereabouts of Louverance, a son of the House of Mistral. The Adventurer headed to Selbina in search of information.



↓ The infamous band of thieves, Rubra
It seems they're after Sune?

San d'Oria Q20 "No vile blood shall flow"

Client: Sauvane

Related: Frontier Q07 "Golden Mane" (→P.345)

Sauvane's husband, Ondume, tells the Adventurer that Count Tyrom is being blackmailed by someone, and he suspects that the blackmailer might be Louverance. The Adventurer, who had set out to investigate the blackmailer, encountered the blackmailer, Dopelia, who knew the Count's weakness. He recounted the misdeeds of the grand bandit Atal Forne and Count Tyrom, and warned that it was dangerous for ordinary citizens to get involved. Upon returning to Sauvane, the Adventurer tells her only of Louverance's innocence, without revealing the truth behind the incident.

↓ Ondume is Sover
But he insists on the Mistral family.
I don't think well of that.

↑ Doberia tells the Adventurer about Count Tyroum's weakness.

Mistral's honor *Fin*

Check: Two fallen count families

When Sauvane entrusts a task to the Adventurer, he shares the story of how the House of Mistral fell into ruin. About 30 years ago, Francmage M. Mistral, a member of the Northern Expedition, died mysteriously. His son, Rezervieu, then dueled with the knight Epliphorne Levmer, with whom he was at odds over the circumstances of his father's death. However, dueling was already prohibited at that time, and both the Mistal and Levmer families were stripped of their titles, with their lands confiscated by the Tyrom family. Based on this, Sauvane believes that Count Tyrom is searching for Louverance to assassinate him, preventing Louverance from demanding the return of the confiscated territory.

Check: Count Tyrom and the Master Thief

Count Tyrom's weakness, which was widely known in Dopelia, was related to the notorious bandit Atal Forne. Count Tyrom once engaged in various nefarious activities through Atalforne. At that time, Atal Forne was caught, and the Count, fearing his wrongdoings would be exposed, attempted to poison Atal Forne without waiting for his execution. However, Atal Forne faked his death, escaped from prison, and went into hiding on the western continent. And now, it seems that Atal Forne has returned to this continent (→P.174)?

San d'Oria Q21 "Aterune's Troubles"

Client: Aterune

Related: Vana'diel Past Q08 "Red and Black" (→P.378)

Character

Atherne

The "Animal Big Sister" who serves as an assistant to the renowned biologist, Baron Crabouillet. She has a distinctively formal tone of voice.

Joshi

An Adventurer who heard Atelune's wish for a specimen of the forewings of a ladybug that went extinct in the past. He immediately travels to the Vana'diel Past, obtains the forewing, and delivers it to Aterune.

↑ **Upon receiving the forewing, Aterune discusses rumors about the extinction of the ladybug.**

Check: The overfished ladybugs

According to Atelone, the ladybugs went extinct due to being overfished for their upper wings during The Crystal War. So, as for who overfished them -- considering the events in Vana'diel Past 008 "Red and Black" (→P.378), it seems that the Adventurers themselves were the ones who triggered the Ladybugs' extinction.

QUEST STORY GUIDE

North San d'Oria

The Kingdom of San d'Oria

San d'Oria Quest Series Q22 ▶ San d'Oria Q23 San d'Oria Q24

The Path to Becoming an Organizer

Vilatrowar, the captain leading the watchtower's surveillance unit, emphasizes the importance of unity to the Adventurer.

Character

Vilatrowar

The unit commander who leads the watchtower's surveillance unit. She takes pride and confidence in the unity and teamwork of the unit she leads.

San d'Oria Q22 "Party Basics: Beginner's Edition"

Client: Vilatrowar

When the Adventurer visits the watchtower in North San d'Oria, Vilatrowar, the commander of the surveillance unit stationed there, demonstrates the unit's well-coordinated movements. Then, she spoke to the Adventurer about the importance of Party cohesion and ordered them to first form a Party of six people from the same country. The Adventurer promptly gathered comrades from the same country.

↑ At Vilatrowar's command, the unit members assemble in perfect unison.

San d'Oria Q23: "Party Fundamentals – Intermediate Edition"

Client: Vilatrowar

The Adventurer, having improved their skills, once again visited the watchtower of North San d'Oria. Then, to test the Adventurer's accumulated experience, Captain Vilatrowar instructed them to gather individuals of the same race and form a Party of six. Vilatrowar advises the Adventurer who completes this task to cherish the bonds between Party Members.

↑ Vilatrowar observes a Party made up of the same race, assessing its cohesion.

San d'Oria Q24: "Party Fundamentals – Advanced Edition"

Client: Vilatrowar

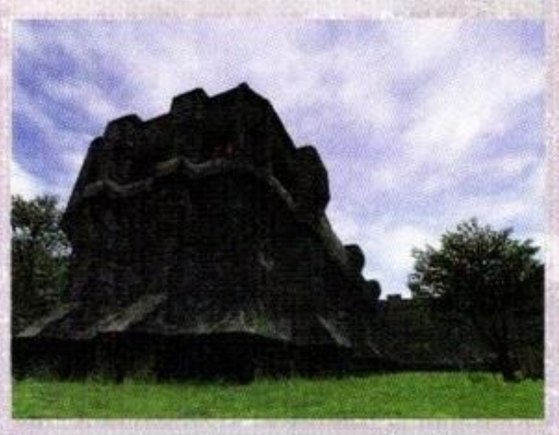
Captain Vilatrowar suggests that Adventurers who have completed the Beginner and Intermediate challenges now try forming a Party of six people, all with the same Job. Satisfied with the Adventurer's leadership and the Party's cohesion, which had again allowed them to complete this challenge without difficulty, Vilatrowar once more emphasized the importance of fighting together as a Party.

↑ While acknowledging the Adventurer's abilities, Vilatrowar boasts that his own unit's cohesion is superior.

The Path to Becoming an Organizer *Fin*

Check: North San d'Oria Watchtower

The watchtower, which also appears during the Quest, is a crucial facility for the defense of the royal capital. The tower is built so that it juts out prominently from the walls of North San d'Oria, extending into the West Ronfaure Forest. Its view encompasses the Ghelsba Outpost, the frontline base of the Orcish Empire—the current enemy—ensuring that any ominous activity by the Orc army is immediately detected. The main duty of Vilatrowar's unit stationed in this tower is to monitor the Orc army. However, their responsibilities extend to a wide range of tasks, including ensuring that no Monsters approach the royal capital and reporting any suspicious individuals in the vicinity.



↑ The exterior of the watchtower. Here, Vilatrowar and his team keep watch day and night.

San d'Oria Q25 "Father and Son"

Client: Ailbess

Related: San d'Oria Q67 **"Sharpening the Sword" (→P.401)**

Character

Ailbesh

A boy crying alone in the parade ground. It seems he got separated from his father.

Exorosh

A royal knight and Ailbésh's father. He's famous for his obsession with weapons.

Unable to bear seeing Ailbéch crying because he had lost his father, the Adventurer entered the Weapon shop and spoke to his father, Egzorosh, who was a regular there. Thanks to that, the father and son were reunited, but Exorosh, feeling sorry for his crying son, scolded Ailbéch.

upon request. ↓ Exorosh says it's a thank you He gives a fishing rod to the Adventurer

Check: Where the fishing rod came from

The willow fishing rod received as a reward from Exorosh was promised to be bought for Ailbesh during the Quest, as he had stated. However, due to his son's extreme lack of compassion, Exorosh, in a fit of anger, ended up giving the fishing rod to the Adventurer. Additionally, Yanagi's fishing rod can be returned to Ailbesh later, and this leads the story of the father and son to continue in San d'Oria Q67, "Sharpening the Sword" (→P.401).

↑ Upon receiving the rod, Ailbésh burst into tears of joy this time.

San d'Oria Q26 "Resistance to Darkness"

Scodian

Related: Aht Urhgan Q01 **"Resistance to Darkness II" (→P.357)**

Character

Scodian

A man from Elvaan who says he senses a growing sense of unease spreading across the world. He is preparing a talisman to ward off the Darkness.

Scodian can feel the growing power of Darkness in his bones. He asks the Adventurer to deliver bat wings as materials so that he can create a talisman to ward off the Darkness.

↑ Each time you bring bat wings, Scodian says he needs more talismans.

San d'Oria Q27 "Vampire Defense Techniques"

Client: Malokdeer

Related: San d'Oria Q56 **"Rumors of the Dungeon Keeper" (→P.247)**

Character

Malocdeer

A young man stands before the gates of Chateau d'Oraguille. Upon hearing rumors about vampire jailers in the Bostaunieux Oubliette...?

There are vampire jailers in the dungeon beneath the royal castle who hate the Light and suck human blood. Taking these rumors seriously, Maloquedil asks the Adventurer for garlic, which vampires dislike.

↑ The Orc mage has the Cursemaker's garlic that Maloquedil wants.

Check: The Vampire's True Identity

The guardian of the Bostaunieux Oubliette, who is the subject of whispers among the people of San d'Orian, including Malocdeer, is the young man Novalmois, who appears in "The Dungeon Keeper's Tale" (→P.247). He was once poisoned, which caused his body to burn when exposed to sunlight. To make a medicine that alleviates his symptoms, he needs Beastmen blood as an ingredient, so Novalmois asks Adventurers to procure it. This story took on a life of its own, and rumors spread that he was a vampire.

San d'Oria Q28: "Where is the Gambler?"

specific client

Character

Varche

A craftsman who works for the Wood Guild. He's always sneaking out of the Guild to indulge in gambling.

An Adventurer hears in the Wood Guild that the craftsman Varshe is shirking his duties. The Adventurer who finds him wins a gambling challenge and brings Varshe back to the Guild.

↑ Varshe, known as the "Gambler" for his love of betting, is deeply engrossed in dice games.

↑ The rumor that the guard hates light and craves blood is not far off the mark.

Continuous Quest

San d'Oria Q29 San d'Oria Q30

Warm hospitality from the heart

Located in North San d'Oria, "The Phoenix's Perch" is a small yet excellent guesthouse offering top-notch service. The staff at the inn are once again doing their utmost for the guests today.

Character

Abul

The owner who runs the guest house "Fushichō no Tomarigi."

The chef who fills the bellies of Montube's guests. He's exceptionally meticulous.

Bonkour

The inn's handyman. Handles everything from customer service to grocery shopping.

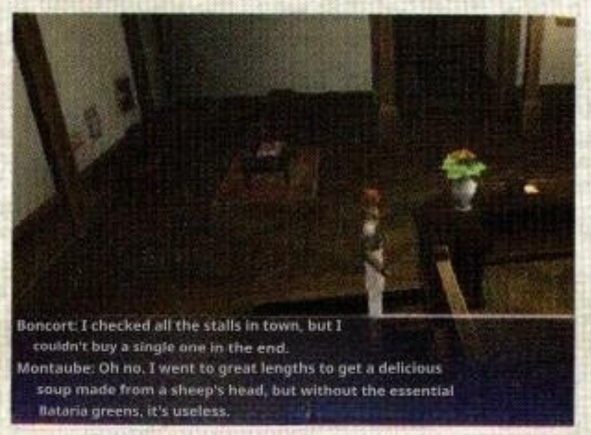
Amora

An elderly woman who lives in San d'Oria. She is known as the town's apothecary.

San d'Oria Q29: "The Forest Broker"

Client: Abol

When the Adventurer visited the "Phoenix's Perch," Montube appeared with a troubled look on his face. When he complained that he didn't have the necessary Batarian vegetables for dinner, Boncor responded in person that, despite his best efforts, he hadn't been able to get any. Then, the owner, Abol, asks the Adventurer to get some Bataria greens from Fere, a broker in the tower of West Ronfaure.



↑ **Montaube, who is particular about his ingredients, says he can't serve a meal without Bataliya greens.**

San d'Oria Q30: "The Old Woman's Medicine"

Client: Abol

When the Adventurer stopped by the inn again, Avol called out to them. Upon listening to the story, it seemed that a guest had fallen ill with a cold and was bedridden. He asked the adventurer to go to Amora and get some medicine. After listening to the story, Amora readily agreed to make the medicine right away if the adventurer brought the ingredients. The Adventurer gathers the ingredients, obtains the medicine, and delivers it to Abol.

↑ **Putting guests first, Abol asked the Adventurer to prepare some medicine.**

Warm hospitality from the heart *Fin*

Check where the broker is located

The broker can be found in the tower located in West Ronfaure. There are several other towers in the Ronfaure Forest, but the Kingdom of San d'Oria originally built them as watchtowers. However, they are now outside the control of the state and are used as warehouses by brokers or as training grounds for monks of the San d'Orian Church.

↑ **The towers scattered throughout the forest are mostly privately occupied.**

San d'Oria Q31 "The Cursed Water Gate"

Client: Berzdivor

San d'Oria Q56 "Rumors of the Dungeon Keeper" (→P.247)

Character

Berdydivo

The gatekeeper who manages the moat around the royal castle. He claims to have received a threatening letter.

Novalmozh

The jailer of the Bostaunieux Oubliette. Has extensive knowledge about Poison.

Berdigivò says he received a threatening letter stating that poison had been thrown into the sluice gate. He asks an expert to investigate the poison and asks the Adventurer to prepare an antidote just in case. The Adventurer consulted with Novalmois and had them create an antidote.

↓ **It seems the threat was just a prank, Berdydivo feels relieved.**

Check: The Royal Capital's Water Source

The water gate managed by Berdydivo is a crucial facility that serves as San d'Orian's water source, supplying the royal capital. During the Crystal War, there was an incident where Tonberry operatives threw poison into the water gate, causing great chaos in the royal capital. That's why Berzdivor took a cautious approach, conducting detailed investigations into the poison and ensuring Adventurers had antidotes prepared in advance.

Continuous Quest: San d'Oria Q32 and San d'Oria Q33

The teachings of the State Church

The San d'Orian Church holds significant authority within the Kingdom of San d'Oria. The church's monks dedicate themselves to faith and service, guiding people and opening the "Gateway to Paradise."

Character

Miajo

A monk who serves at the Cathedral of San d'Oria, the national church's main seat. Guides new believers onto the path of faith.

Abioleje

A monk who greets ordinary believers at the Cathedral. When the Abbot's lecture series is held, he also serves as the moderator.

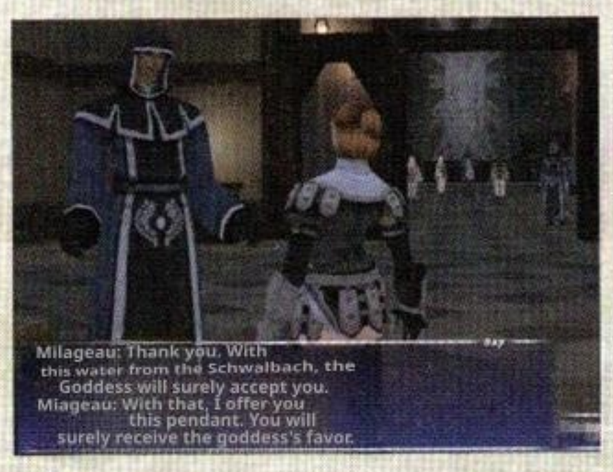
Arnau

A high-ranking cleric who serves as the abbot of the San d'Orian Church. He holds regular lectures to spread the teachings.

San d'Oria Q32: "Water from the Cheval River"

Client: Miajo

An Adventurer visiting the Cathedral encounters Miajo, a monk of the church. Miajo encourages the adventurer to attend the Abbot's Sermon, saying they can learn about the teachings of the State Church there. Then he tells the Adventurer to draw water from the Cheval River if they wish to qualify for the lecture.



↑ Then he hands over the pendant. ● When you take the water home, it serves as a testament to your faith

San d'Oria Q33 — Superior General's Lecture Series

Client: Abioleje

Related: San d'Oria M7-1 "The Pope's Prestige" (→P.62)

When the Adventurer, having obtained the token of faith, visited the Cathedral, the Superior General's address was just about to begin. Under Abioleje's guidance, Superior General Arnau takes the podium and speaks about the "Gateway to Paradise" as taught by the National Church and the spirit of service. He then calls on the audience to assist the monks in training as an act of service.

↑ The Adventurer is to deliver the Blue Piece entrusted by Abioleje to the monk in training.

The teachings of the National Church

Fin

San d'Oria Q34 — The Gate to Paradise

Client: Orbelge

Character

Orbelge

A monk who assists in the study of scriptures in the High Priest's Chamber within the Cathedral.

Forbelant

A monk studying theology. Currently undergoing training at the Rock of Hola, which towers over the La Theine Plateau.

The Adventurer, who had peeked into the High Priest's chamber, was called over by Orbelge. After listening to his story, the adventurer learns that Orbeljoux wants him to deliver a new set of scriptures to a monk who is training on the Rock of Hora. The Adventurer, having accepted the request, travels to the Rock of Hora and delivers the scriptures to the trainee monk Forbelant.

↓ Forberant at the Rock of Hola

Forbella expresses his gratitude to the Adventurer.

Check the content of the talk

Arnau: Welcome to the lecture. Today, I'd like to share a few thoughts with you to help you live a more fulfilling life. Do you know about Paradise? Everyone grows old and is called to heaven. You could say that's the fate of us humans. However, those who pass through the gates of Paradise fear neither death nor anything else, for they are invited into the kingdom of God. Every day, San d'Oria Cathedral helps many people find their way to Paradise. The path to paradise is by no means an easy one. However, overcoming it is the only way to reach the kingdom of God. Everyone gathered here today was born under a lucky star. From now on, let's take each step together, moving closer to the gate of Paradise. As you take your first step toward Paradise this time, the most important thing is a heart dedicated to service. Service means letting go of self-interest and desires and submitting to God.

↑ During the lecture, Arnau speaks passionately about the doctrines of the National Church.

San d'Oria Q35 "Eternal Flame"

Client: Pajisari

Related: Promathia 3-3A-3 "One Named Louverance" (→p. 158)

Character

Pajisari

A senior monk who cares for the tombstone of the former Pope Muschavat in the Reliquary located beneath the Cathedral. He is seeking the raw materials for candles to be placed on the tombstone.

In the Reliquary, candles were constantly lit, praying for Muschavat's repose. Pajisari, who manages the hall, asks the Adventurer to procure beeswax, the raw material for candles.

↑ The candles are said to illuminate the path for the former pope to reach paradise.

Check: Former Pope Muschavat

Muschavat, who is buried in the Hall of Relics, served as Pope for over 30 years, from the period before The Crystal War until its conclusion. He was also a cleric who incorporated the idea of reaching paradise through service into the doctrine of the State Church. However, behind that change in doctrine lay a difficult decision involving Cardinal Mildrion of the Tavnazia Cathedral (→p. 158).

Continuous Quest: San d'Oria Q36, San d'Oria Q37

Blessed Secret Technique

"Telepo" is a secret technique granted only to those who have undergone extensive training, even among those who serve the National Church. The Church also grants this secret technique to those who have made significant contributions to its teachings.

Character

Eperdur

A high-ranking cleric of the National Church. He gathers monks who are dedicated to training and research across various regions of Vana'diel.

Pieuje

The second prince of House d'Oraguille. Known as a devout follower of the San d'Oria Church.

San d'Oria Q36 "Blessings upon all the lands"

Client: Eperdur

An Adventurer tasked by Eperdur to strengthen the seal that wards off the evil within the Gusgen Mines. Upon successfully completing the mission and returning to the Cathedral to report, Prince Pieuje happened to be passing by.

↑ The State Church sealed the vengeful spirit of the Gusgen Mines as a sign of friendship, but it is said that the seal is beginning to weaken.

← The Gusgen Mines are under Bastokan control. Pieuje seemed deeply moved by the Pope's philosophy of extending a helping hand to other countries facing challenges.

Check: Granting of the Secret Technique

After talking with Pieuje, the Adventurer receives a magic scroll for the White Magic "Telepohora" as a reward from Eperdur. This is a secret technique of the National Church. Quests like this, where you can receive a "Telepo○○" magic scroll as a reward, appear throughout Vana'diel. Many of these quests revolve around the training of Eperdur and the monks he manages and guides.

◆ **Quests that reward you with "Telepo○○"**

San d'Oria Q36
"Blessings Across the Land" (see left)

San d'Oria Q37
"Secret Techniques of the North" (see left)

Bastok Q06
"Altana's Sorrow" (→P.252)

Windurst Q27
"The Path of Faith" (→P.283)

Frontier Q01
"Ancient Magic Slate" (→P.343)

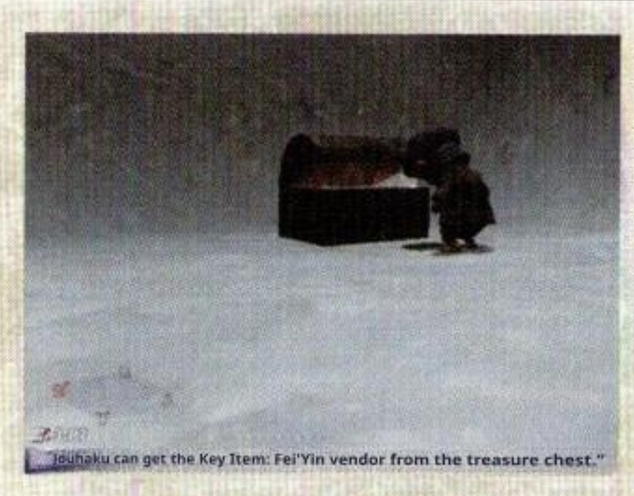
Frontier Q08
"Young Roteno's Troubles" (→P.345)

San d'Oria Q37 "The Secret of the North"

Client: Eperdur

Related: Bastok M2-1 "The Crystal Line" (→P.79)

Eperdur says that, at Pieuje's suggestion, a new teleportation point was established in the north, but the original text of the secret technique for teleporting there was lost. If an Adventurer finds the original manuscript with Fei'Yin, he will grant the new secret technique "Telepovaz" as a reward.



↓ The original ancient document is Fe'I
To be discovered there.

Blessed Secret Technique **Fin**

San d'Oria Q38 "The Blackmailer"

Client: Dopelia

Related: San d'Oria Q20 "No Lowly Blood Flows" (→P.236)

Character

Dopelia

A mysterious man who dwells in North San d'Oria. He says he has a good job, but...?

Halver

The Vizier of the Kingdom. Dopelia becomes upset upon seeing the envelope the Adventurer delivered.

Dopelia instructs the Adventurer to deliver an envelope to Halver. When the Adventurer delivers the envelope as instructed, Halver becomes enraged for some reason. When the Adventurer returns, Dopelia reveals that the envelope contained classified information: the blueprints for the royal castle. Then, he ordered the Adventurer to retrieve the blueprints that the Orc army had purchased.

↑ The Adventurer reluctantly agrees to play a part in Dopelia's threat against the royal family.

Check: Blackmail

Dopelia has somehow obtained the blueprints for d'Oraguille Castle and is using them to blackmail the royal family. If the castle's blueprints were to leak, the castle's defenses would be exposed, making it easy to break in. Dopelia likely sent an envelope to Halver with a message about what would happen if someone planning to attack the royal family were to obtain the blueprints.

Check: Dopelia's scheme

While threatening the d'Oraguille royal family, Doperia is selling the royal castle's blueprints to the Orc army, San d'Oria's long-standing enemy. Moreover, the cunning man even tries to resell the plans, which the Orc army had purchased, by having an Adventurer retrieve them.

San d'Oria Q39 "Sunset"

Client: Bamorcot

Related: San d'Oria Q38 "Blackmailer" (see above)

Character

Bamorcot

The head carpenter who is entrusted with the architectural plans of Chateau d'Oraguille. He was accused of leaking the blueprints to outsiders.

Bamorcot was accused by the royal family and the state church of leaking the blueprints of the royal castle. To ensure the blueprints are safe, he asks the Adventurer to retrieve the key to the box containing them.

↑ Bamorcot opens the document box with the key the Adventurer brought, confirming that the blueprints are intact.

Check: The source of the blueprints

In this Quest, the blueprints of the royal castle—central to the San d'Oria Quest Q38 "The Blackmailer" mentioned above—become integral to the story. Originally, the royal castle's blueprints were held by the royal family, the state church, and the leader, each keeping their own copy. Based on the story flow during the Quest, one might assume that the blueprints held by Bamorcot had been leaked and subsequently obtained by Dopelia. However, Bamorcot's blueprints remained intact. Upon seeing this, Bamorcot suspects that the royal family or the church leaked the plans and are now lying to pin the blame on him.

San d'Oria Q40: "For Peaceful Days"

Client: Molyunoad

Character

Moogle

Beastmen who help manage the Adventurer's home, Mog House.

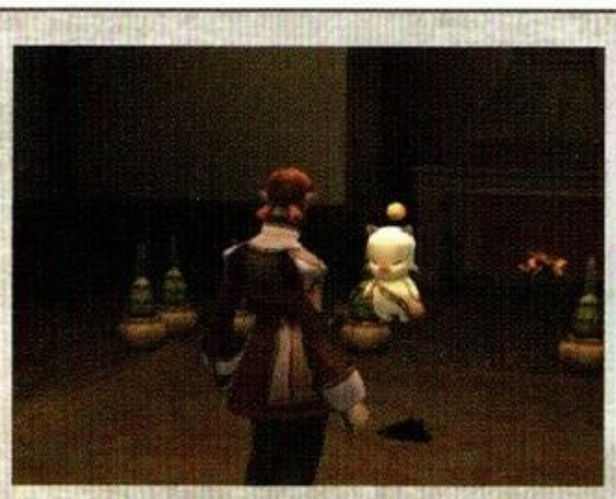
Molyunode

An employee at the "Justi Furniture Store" in North San d'Oria.

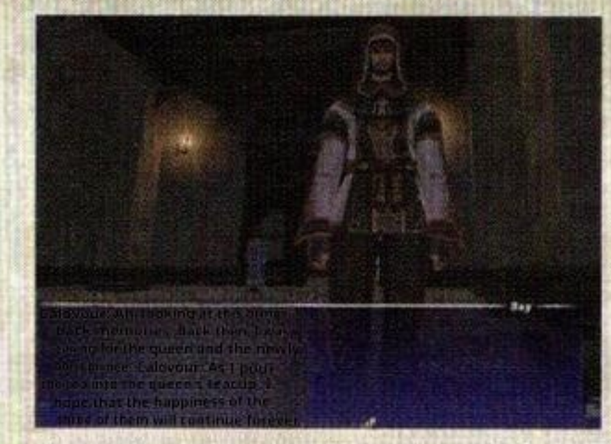
Calobour

An ascetic in the Cathedral of San d'Oria. He previously served the late Queen Rote.

When the Adventurer returned to Mog House, Moogle, who had been waiting, told him that he had found a small teacup on the shelf of the cupboard they had previously purchased from Justi's Furniture Shop. Upon speaking with the furniture store clerk, Molynode, he suggested that it might belong to Calobour, the original owner of the cupboard. The Adventurer immediately went to see Calobour at the Cathedral, where he was told stories about the teacup and the memories shared between Calobour and the late Queen Rotha.



↓ He said he found a teacup, Moogle informs the Adventurer.



↑ Calobour gazes at the teacup and shares his memories of Rote.

Check Calobour's Prayer

Calobour's recollection is that, back when he served Queen Rote, he and the queen cared for the infant Trion and Pieuje together. At that time, Calobour prayed that the queen and the two princes would be blessed with eternal happiness. However, the queen has now passed away, and the two princes continue to be on good terms. After reexamining this situation, Calobour begins to reconsider whether he, who merely prays for peace, is truly worthy of reaching paradise.

QUEST STORY GUIDE

Port San d'Oria

The Kingdom of San d'Oria

San d'Oria Q41 "Stubbornness"

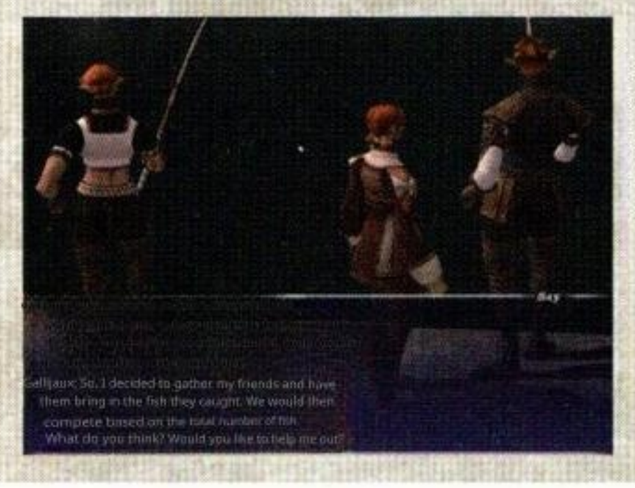
Client: Gallijaux

Character

Gallijaux

The older brother of the "Fishing Brothers," who have become a well-known feature of Port San d'Oria. He really hates losing.

Eager to challenge his brother to a fishing duel, Gallijaux asks Adventurers for help in catching crucian carp.



brother, he stakes his pride on it, his younger brother Gallijaux challenges him. ↓ As an older

San d'Oria Q42 "Determination"

Client: Joulet

Character

Joulet

Hou, the younger brother of the port's famous "Fishing Brothers." His fishing skills are on par with his brother's, and he shares the same competitive spirit.

Joulet, eager to settle the score with his brother through fishing, recruits fishing buddies and challenges him to a contest where the goal is to catch the most crucian carp.

it comes to fishing skills, the brothers are... It seems they're having a big fight. ↓ When

San d'Oria Q43 "Secret Ingredients for Bean Dishes"

Dependent: Nogel

Related: Vana'diel Past Q09 "Fisherman's Anchor" (→P.378)

Character

Nogel

A clerk at the tavern "Rusty Anchor Inn." He recommends the restaurant's signature mame cuisine, a long-time favorite among patrons.

Nogel, the tavern's employee, asks the Adventurer to procure salt from Lake Lufé, which is essential for the signature mame dish.

the fish. Without salt from Lake Urfe, the He says he can't bring out the flavor of

San d'Oria Q44 Meat dishes

Client: Terid

Character

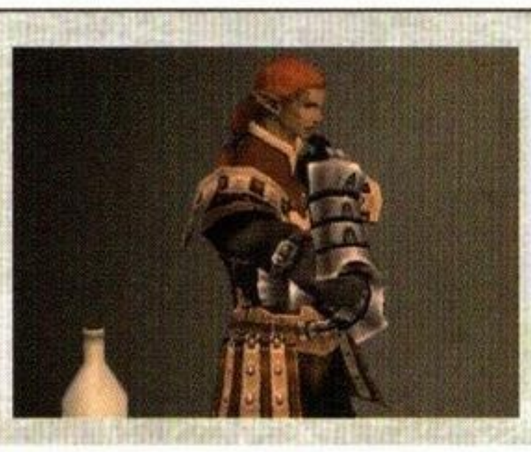
Terid

The owner of the Rusty Anchor Inn. Attempts to fulfill Andrenaut's order.

Andrenaut

A Royal Knight who recently returned from an expedition. It seems he wants to eat a meat dish.

Andrenaut ordered a meat dish at the tavern, but they said they were out of meat and could only offer a bean dish. Unable to bear seeing him so down, Terid asked the Adventurer to bring some hare meat. Using that meat, he serves grilled hare.



● Even on expeditions, it's always bean dishes — seems a bit fed up. It seems that was the case, Antelno.

Check: The outcome of the fishing showdown

The showdown between Gallijaux and Joulet was initially about which of them was the better fisherman. However, since their skills are nearly equal and there's no difference in their fishing results, they each made fishing buddies and competed as groups, which was a bit different from the original goal. Therefore, due to the aforementioned format of the competition, an Adventurer can only cooperate with one of the brothers.

Check Certificate of Recognition

You have brilliantly accomplished the remarkable feat of collecting 10,000 Japanese crucian carp. You could have been of greater service to the world if you had directed that effort elsewhere. In recognition of that pointless achievement, we hereby present this award.

Gallijaux
Joulet

A certificate of commendation sent by the Fishing Brotherhood when an Adventurer delivers 10,000 crucian carp. However, it feels like he casually wrote something awful about the Adventurer who went to great lengths for his brother.

Check: The origins of bean cuisine

The "Rusty Anchor Inn," the setting for these Quests, is a restaurant Terid opened during the Crystal War. The signature bean dishes were also created during wartime, when securing food was challenging. The idea was to use the beans that were abundant around San d'Orian to make delicious dishes. The Quest depicting Terid's trial and error in perfecting his bean dishes is Vana'diel Past Q09, "Fisherman's Anchor" (→ P. 378). In that Quest, the young Nogel and Andrenaut also appear as tasters. Andrenaut, in particular, praised the finished bean dish, saying, "I could eat it every day and never get tired of it." However, in the present day...

San d'Oria Q45: "The Troublesome Customer"

Client: Gurmont

Character

Gulmon

A regular at the harbor tavern, "Rusty Anchor Inn." He met with a business partner outside the city and returned to the tavern, but...?

Gulmon has lost the document entrusted to him by his business partner. The Adventurer, asked to find the document, retraces his steps on the day he met with his business partner and successfully locates the document.

↑ Feeling at a loss, Gyulmon is encouraged by his drinking companions to retrace his steps from the moment he lost the document.

Check: The location of the certificate

Gulmon, prompted by his drinking companion Ilgusin, recalls the day he lost the document. According to the account, that morning, Gulmont stopped by the Auction House in South San d'Oria and then met with his business partner at the Outpost in West Ronfaure. After finalizing the deal, he escorted his business partner to the entrance of the La Theine Plateau, passed by the Knight's Fountain, and returned to the West Gate of South San d'Oria. If you follow his account and check behind the Outpost, the stone wall in front of La Theine Plateau, and the western shore of the Knight's Spring, you'll find the document in one of those places.

San d'Oria Q46: "Magic Shop Flyer"

Client: Luzine

Character

Rujinu

A woman who runs a Magic supplies store in a back alley by the harbor. Two years have passed since she opened her shop, but she's worried that customer traffic isn't increasing.

An Adventurer who visits Ruginette's shop in search of work is asked to distribute the shop's promotional flyers. After the Adventurer had finished distributing the flyers throughout the Royal Capital, Ruginette gave them a fee for their efforts.

↑ As Rugiette struggles with a lack of customers, her younger sister bluntly tells her the store's location is to blame.

Check: People's reactions to the flyer

People who received the Magic Shop flyer from the Adventurer each shared their thoughts on it. Among them, let me share something interesting.

- Rosel: "Hmm, I see... No matter what kind of shop you run, you can't ignore market trends if you're in business. I really appreciate this kind of information."
- Brandal: "Magic, huh?! If I could use Magic, my big brother wouldn't be able to steal my snacks..."
- Levre: "Oh, a magic shop, huh? We've got to sell this one a lot. Looks like we'll make a lot of money again."
- Boncor: "If I could use Magic, I might not have a hard time getting ingredients. Should I take a peek?"
- Capilia: "Oh, you'll give me a flyer? Sure, I was just getting bored. If I have something to read, I can pass some time."
- Vion: "Oh, opening a magic shop without even saying hello to me? I'll have to go there at least once."
- Oval: "What's this? Hmm... Well, I can't read, you know? But what I got is mine. I'm not giving it back anymore."
- Prietta: "I've never heard of a Magic shop in San d'Oria. Actually, I'm really interested in Magic, but because of the country's culture, I've kept quiet about it until now. I'll definitely go there next time."
- **Portol: "Oh, a magic shop, huh? Maybe I'll learn Magic and look for a new job."**

San d'Oria Q47: A cherished keepsake_

Client: Artilee

Character

Artile

A guard who watches over the harbor. He always carries his wife's locket as a keepsake.

Esca

A female bandit who makes the tower in West Ronfaure her base. She operates as a pickpocket in the royal capital.

After his wife's keepsake is stolen, Artilei asks the Adventurer to retrieve it from the pickpocket on his behalf, as he cannot leave his post. With a silver button he had picked up by chance, the Adventurer pursued the pickpocket Esca and found her in the tower of West Ronfaure. The adventurer confronts Esca, who feigns ignorance, with the silver button the woman had dropped at the harbor and recovers the heirloom glasses.

↑ While fleeing, Esca bumped into the Adventurer and dropped the silver button with an eagle symbol that had been attached to her clothing.

San d'Oria Q48: Hard Shell

Client: Vambalion

Character

Vumbalion

An elderly man whose livelihood is making medicines. He's waiting at Port San d'Oria for the medicine ingredients to arrive, but they're taking a long time.

Upon spotting the Adventurer, Vumbalion, recognizing their skill, asks them to procure beetle shells as an ingredient for medicine. The Adventurer successfully collects the shells and delivers them to him.

↑ The Beetle Monster, which drops beetle shells, lives in places like the Jugner Forest.

San d'Oria Q49: "Burgel Trading Company"

Client: Fontoumant

Character

Fontoumant

The manager of the warehouse that the Bulger Trading Company operates in Port San d'Oria. He handles all the collection and delivery of goods.

Fontoumant asked the Adventurer if they'd like to take on a part-time job delivering packages. He delivers packages to Luzine's Magic Shop, the Auction House in the harbor, and the Rusty Anchor Inn.

↑ Following instructions from the warehouse keeper Fontoumant, the Adventurer decides to visit three regular customers.

Check: The work of the Bulger Trading Company

The Bulger Trading Company is one of the top two firms in the royal capital, handling a wide range of business including the trade of food products and armor, as well as delivery services. The company originally operated as a small water transport business on Lake Lufê, which lies behind the royal capital. However, when regular airship services began, it signed an exclusive contract with the Airship Travel Agency for cargo flights. It achieved significant growth, despite the skepticism of other merchants in the royal capital who were wary of the convenience offered by the Airship.

San d'Oria Q50: "Burgel Trading Company's Smuggling"

Client: Portol

Character

Portol

A former Adventurer and a restless soul who works for the Bulger Trading Company. In his own words, he's "a carefree guy living from day to day."

Portol, having set his sights on the Adventurer, asks Jeuno to deliver the prohibited "Goods" to Tenshodo by Airship. After clearing customs, the Adventurer safely delivered the "Goods" to Tenshodo.

↑ Portol, who seems somewhat sloppy, has apparently tried his hand at smuggling but has met with repeated failure.

Check the transportation of the "goods"

Whether the "goods" are discovered at the Jeunoan customs depends on luck. If they find it, the "Goods" will be confiscated, and as a penalty, you won't be able to board an Airship for a certain period of time. By the way, even if you travel to Tenshodo in Jeuno by a means other than Airship, the "Goods" will become unusable, so the Tenshodo clerk won't be able to accept them.

San d'Oria Q51 "Crossing the Urgulan"

Client: Andrenaut

Related: Promathia END-3 "In Search of an Eternal Name" (→P.174)

Character

Andrenaut

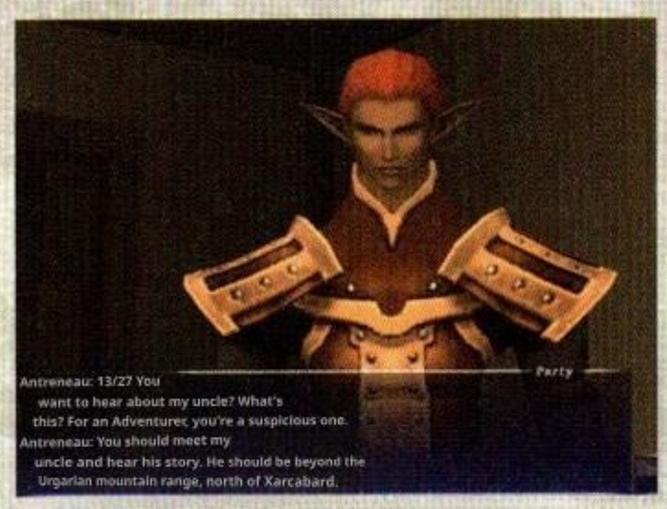
A Royal Knight who is fed up with bean dishes. In fact, he is also Louverance's nephew.

Louverance

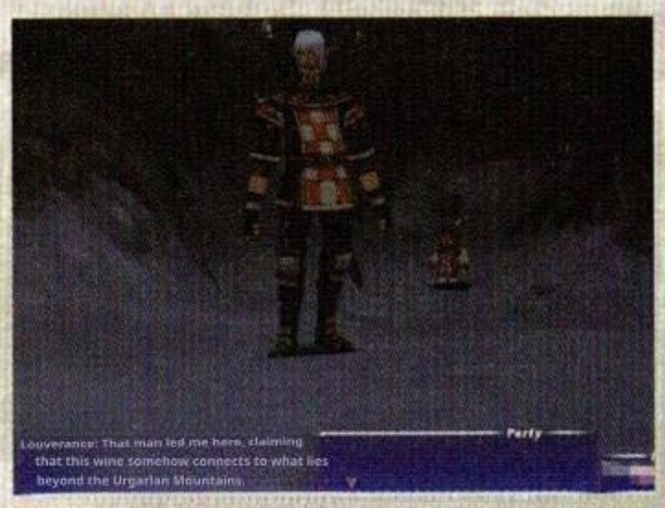
A descendant of the Mistar family, seeking the truth behind the death of his grandfather, Francmage. It is said that he went north in pursuit of the God of Darkness.

After reading Louverance's diary and learning that he had crossed the Ulegueraud Range and headed north, the Adventurer sought out his nephew, Andrenaut, to learn more details. According to this, Louverance met a guide who knew the way across the Ulegueraud Range, and he is now likely on the other side of the mountains.

Following Andrenaut's lead, the Adventurer explored the Ulegueraud Range and encountered Louverance deep within a cave just below the Thousandfall Cliffs. He recounts that after being lured into the cave by the guide and then ambushed, he was partly coerced into making a deal, which he avoided. Then, he traded his own map of the Ulegueraud Range for the Adventurer's father's heirloom dagger, which he had found in the cave.



↑ According to Andrenaut, Louverance has crossed the Ulegueraud Range and is now in the northern lands, but...

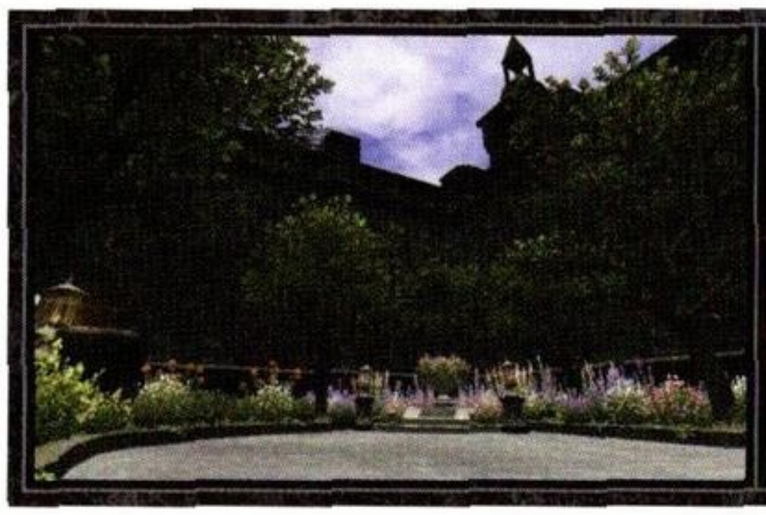


↑ Louverance says he made a deal with someone posing as a guide heading north.

Check: Secret Deal

While Louverance, who had met the Adventurer, explained the situation, he mentioned making a beneficial deal with the guide who had attacked him. However, he did not disclose any details about the guide or the specifics of the deal. Considering the story surrounding Louverance in "Chains of Promathia" (→P.174), this guide appears to be the man who appears as the "fake Louverance." With that in mind, it's easy to imagine the deal here: the guide, using Louverance's name, would achieve his ambition of restoring the Marquisate of Tavnazia, and in return, he would give the real Louverance the fame for the restoration.

↑ For Louverance, who is committed to reviving the House of Mystal, the deal was advantageous.



QUEST STORY GUIDE

Chateau d'Oraguille

The Kingdom of San d'Oria

San d'Oria Q52 "In Queen Rotha's Garden"

Client: Chalvator

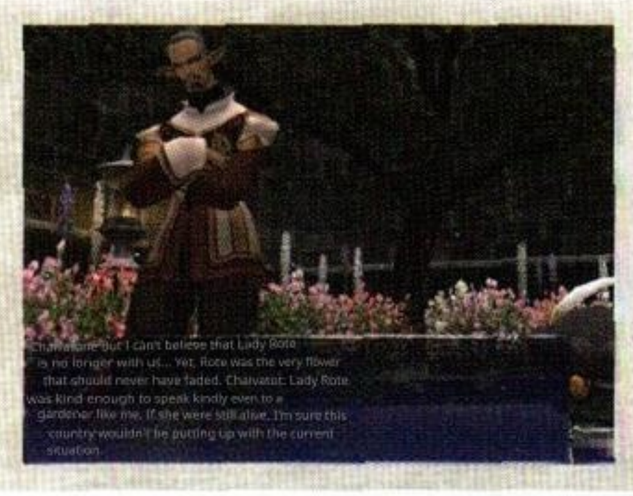
Related: San d'Oria M6-1 "Queen Rote's Will" (→P.61)

Character

Chalvator

The gardener who maintains the grounds of Chateau d'Oraguille. Out of affection for the late Queen Rote, he continues to care for the Queen's flowers.

Chalvator asks the Adventurer who visits the Queen's garden to deliver Delph's mulch as fertilizer for the flowers.



↓ Still deeply devoted to the late Rote Chalvator, who holds her in high esteem.

Check: People visiting the Queen's garden

As you progress through this Quest, three individuals visit the garden in memory of Queen Rote. The first to appear is Princess Claidie. Upon recognizing the Adventurer, she offers words of encouragement, urging them to serve the country. On the other hand, Pieuje and Chamand, who appear afterward, warn the Adventurer not to meddle in the royal family's private affairs.

San d'Oria Q53 The Female General's Secret

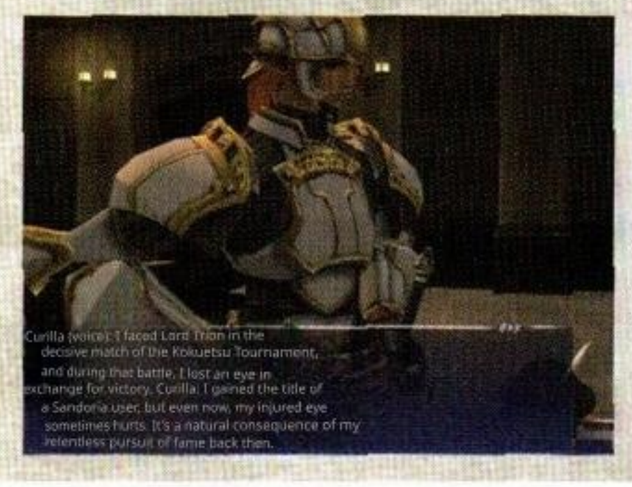
Client: Curilla

Character

Curilla

A female knight who serves as the commander of the Temple Knights. She keeps it a secret from those around her, but she actually has an injury to her left eye.

Commander Curilla, trusting in the Adventurer's abilities, requested that they procure hot spring water that would help heal the injury to her left eye.



↓ To the Adventurer who brought the hot spring water, Curilla talks about her eye injury.

Check Curilla and Trion

According to Curilla, when she faced Trion in the final of the tournament to determine the kingdom's top swordsman, she lost the light in her left eye in exchange for victory. However, the two have been training together with swords since childhood and are attracted to each other as opposite genders. Despite their awkward demeanor, their relationship seems to remain unchanged after the incident.

San d'Oria Q54 "Holiday at Draguieu Castle"

Client: Halver

Character

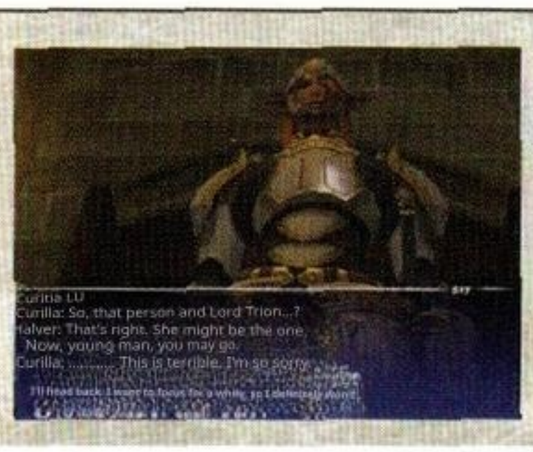
Halver

The Vizier, who the King consulted about potential brides for his firstborn son, Trion.

Destin

King of San d'Oria. I think it's about time for Trion to settle down.

Halver, who was consulted by Destin about Trion's marriage. Having learned from the second prince, Pieuje, that Trion prefers an Adventurer woman, Halver asks the Adventurer to introduce a potential bride for the royal family.



↓ Ku, who happened to visit the meeting between Trion and the prospective bride, Lilura's expression is complex.

Check: Halver's younger sister

When Destin sought Halver's advice, the first person he recommended was his own sister. It's clear from his demeanor that Halver dotes on her. While you can't meet this sister in the present, you can actually meet her in Vana'diel Past (→P.375).

Check: Pieuje's covert actions?

Halver introduces a potential bride brought by an Adventurer to Trion, but Trion doesn't seem to take to her. On the contrary, he becomes enraged upon seeing Curilla, who had appeared, inquire about the situation from Halver and then leave, visibly shaken. In truth, it was the second prince, Pieage, who orchestrated this situation. Pieuje knew that Trion and Curilla were aware of each other, and he planned to use the kings' search for brides to encourage them to develop a relationship.

San d'Oria Q55 "Hidden fragments"

Client: Curilla

Character

Curilla

The commander of the Temple Knights and the kingdom's foremost swordsman. After sustaining an injury to one eye, she discovered her own unique distance.

After undergoing Curilla's unique swordsmanship training, the Adventurer masters a new sword technique: Savage Blade.

Curilla tells the story.

QUEST STORY GUIDE

Bostaunieux Oubliette

The Kingdom of San d'Oria

San d'Oria Q56 "Rumors about the Dungeon Keeper"

Client: Noval Morge

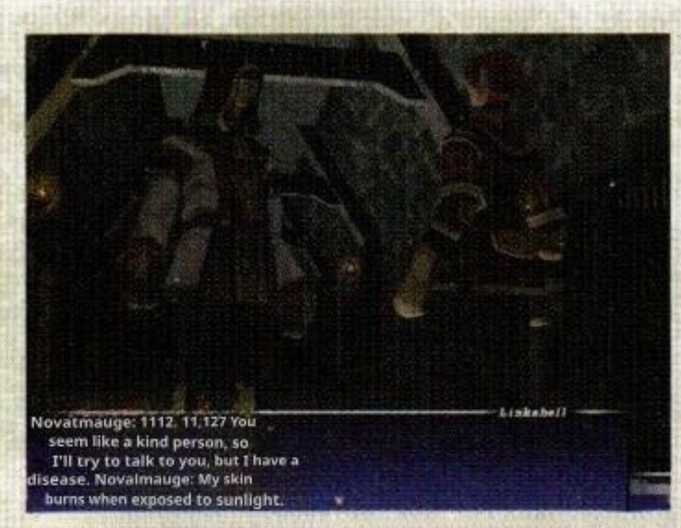
Related: San d'Oria Q27 "Vampire Self-Defense Techniques" (→P.238)

Character

Novelmois

A young man who works as a prison guard. In the streets of San d'Oria, there are rumors that he is a vampire, but...

In the Bostaunieux Oubliette, the Adventurer encounters Novalmois, who is rumored to be a vampire. He describes his unique condition and asks for Beastmen blood to alleviate his symptoms.



↑ Novalmauge had a condition where he would get sunburned when exposed to sunlight.

San d'Oria Q57 "Captive Souls"

Client: Novalmoage

Character

Novalmois

A young man who cannot bask in the sunlight. It seems he's collecting cursed scythes.

Burgel

President of the Bulger Trading Company. Novalmorge asks him to sharpen the scythe.

Trusting in the Adventurer's skill with the scythe, Novalmois hands over the cursed scythe and asks him to purify the curse and seal the scythe. After completing the sealing and returning to the prison, the Adventurer encounters Novalmois, who is receiving a scythe that has been sharpened by Burgel but still isn't 100% perfect.

After Burgel leaves, Novalmois begins to share his past with the Adventurer, who has learned a new skill, Spiral Whirl, during the sealing process. He notices Morge. Novar, who swings his scythe more and more

Burgel damaged the blade

Check the truth behind the rumors

Noval Morge, who is said to be a vampire. He does indeed crave blood, but not human blood—rather, the blood of Beastmen. He was once given a "Poison" that made him unique, and he sought Beastmen blood as a remedy to control his symptoms. Furthermore, before discovering the benefits of Beastmen blood, he researched various poisons and drugs, gaining specialized knowledge in those areas.

Check: The Background of Novalmore

After sealing the scythe, Novalmore begins to reveal the truth about his past to the Adventurer. He was kidnapped as a child by the Shadow Tribe, a group of undead monsters, and underwent combat training while they pumped the blood of Darkness into his body. It seems that this is how the Shadows expanded their ranks, and Novalmois says that many other young children were captured besides himself. Although he suffered lasting effects from not being able to be exposed to sunlight, he managed to escape. However, most of the children were left as Shadows. To rescue their souls from the Darkness, Novalmode has been swinging his scythe night after night, purifying the souls of his former comrades.

Column: "Exorcism Reward" and "Escort Reward"

San d'Oria, Bastok, and Windurst each have Quests titled "Exorcism Reward" and "Escort Reward." The content of each Quest is the same: for the "Exorcism Reward," you must defeat a specific monster in a dungeon and bring back proof of the defeat. On the other hand, the "Escort Reward" involves heading to a designated dungeon, escorting someone exploring it, and then bringing back an item that proves the escort was completed.

Details of the "Exorcism Reward" for each country

Country	Destination	Monsters to be slain	Evidence
San d'Oria	Ordelle's Caves	Necroplasm	Undigested stalactites
Bastok	Gusgen Mines	Pudding	Undigested ore
Windurst	Maze of Shakhrami	Wilhelm Fry	Undigested rotting meat

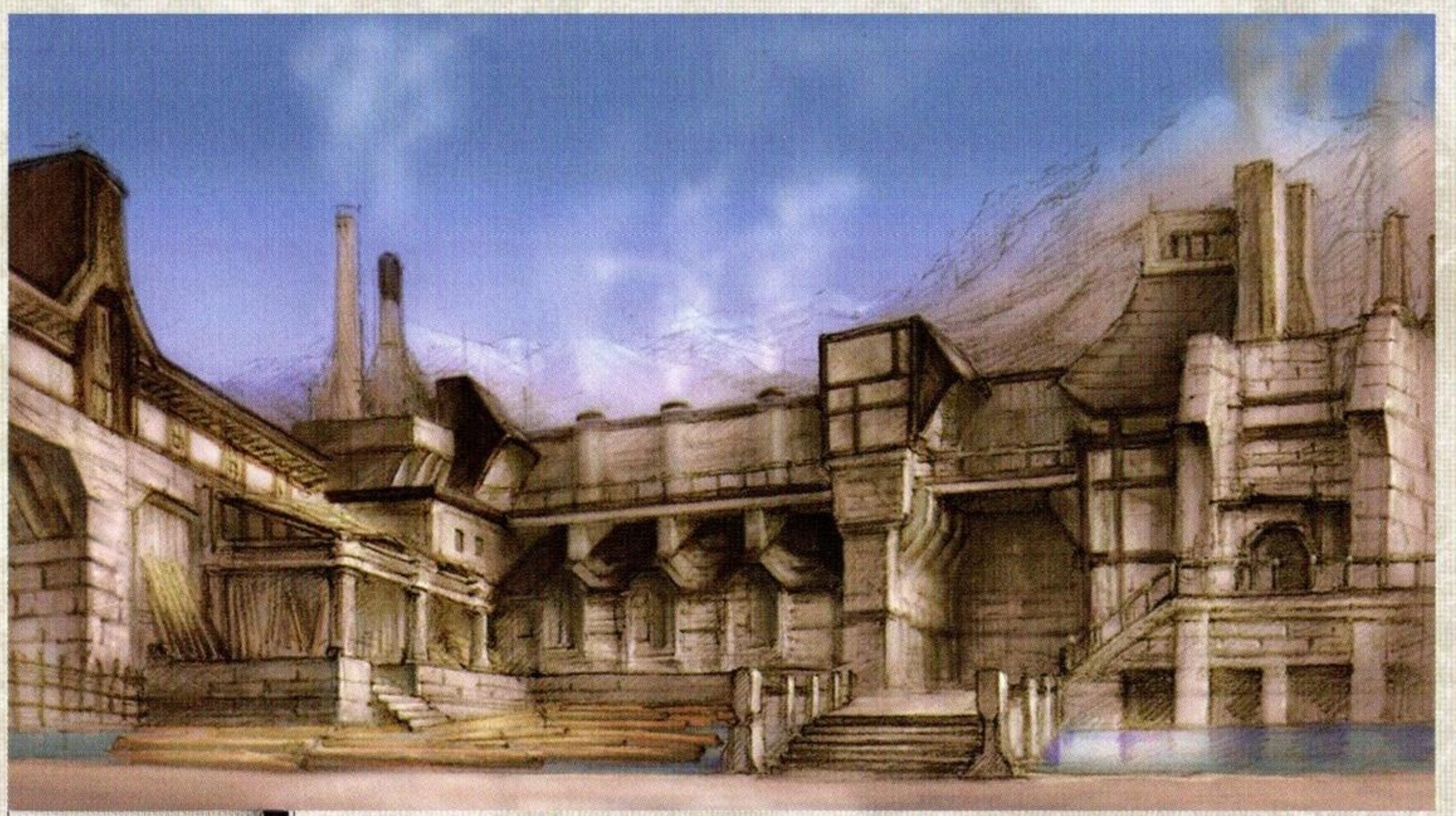
Details of the "Escort Reward" for each country

Country name	Destination	Person to be escorted
San d'Oria	The Eldieme Necropolis	Kano (Elvaan woman)
Bastok	Crawler's Nest	Oravia (Hume woman)
Windurst	Garlaige Citadel	Wanzowunzoso (Tarutaru male)

FINAL FANTASY XI ART GALLERY

Concept Art Gallery

~Kingdom of San d'Oria Edition~



North San d'Oria E Street

San d'Oria City Gate

Ghelsba Outpost

West Ronfaure · Fountain of the Knights

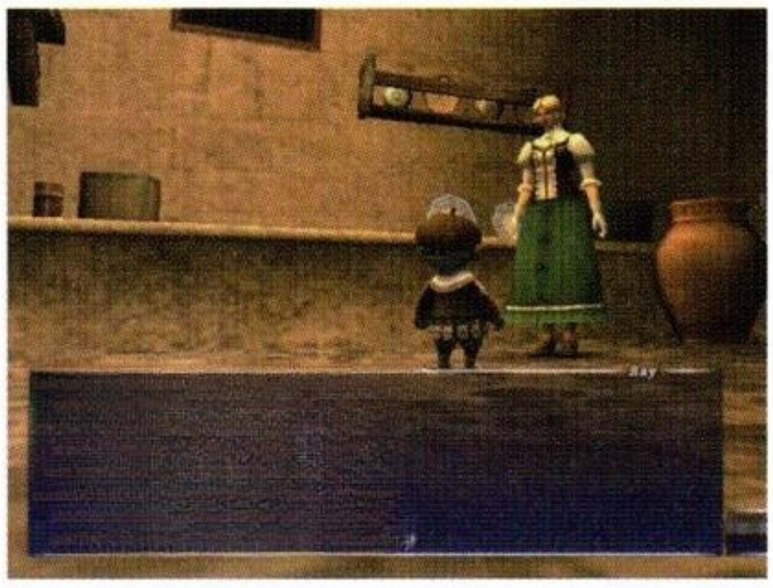
Quest Story Guide

Republic of Bastok Quests

The Republic of Bastok

Quests that address issues related to industry and inter-racial relations stand out.

As a nation with a well-developed mining industry, the Republic of Bastok's Quests often feature themes related to miners and workshop artisans. Another notable feature is the presence of a Quest centered on the conflict between Hume and Galka, which is also the main theme of the Bastok Mission. Additionally, depending on the Quest, key figures like Workshop Master Cid and members of the Mythril Musketeers also make appearances. Completing certain Quests involving Cid also affects the dialogue in the story of "Chains of Promathia."



← There's also a casual Quest where you help a housewife with chores and get a small reward.

◆ Republic of Bastok Quest List

No.	Quest Name	Listing page
01	A Man's Work	P.251
02	A major clean-up at Zeruhn Mines	P.251
03	Siren's Tears	P.251
04	Garuda Falls	P.252
05	Hatred	P.252
06	Altana's Sorrow	P.252
07	Garka and the Girl	P.253
08	The Wake of the Heart	P.253
09	Rival	P.253
10	The men who staked their all on Mithril	P.254
11	The Truth of the Eleventh Person	P.254
12	The one who takes up the sword	P.254
13	A bountiful dining table	P.255
14	Light the fire in the traditional hearth	P.255
15	The relationship between fishing and buckets	P.255
16	Elvaan Goldsmith	P.256
17	The Neighbor of the Krautz Bridge	P.256
18	Adventurer's Return	P.256
19	It's dark by the lighthouse	P.257
20	A Life with Substance	P.257
21	Is Mom an Adventurer?	P.257
22	Mom's Big Task	P.257
23	Bridget's Fashion Check	P.258
24	Bridget's Fashion Check II	P.258
25	The Strange Rocks of Dangrulf	P.258
26	Can you do it alone?	P.258
27	Stamp Rally	P.259
28	Make a wish to the stars	P.259
29	Curse of Fomor hate	P.259
30	A dream I once had	P.259
31	Quadav's Curse	P.260
32	Shed your shell	P.260
33	Grandma's Wisdom Bag	P.261
34	For purchases, Tenshodo	P.261
35	Dogs don't forget	P.261
36	Paving the way through the sand	P.261
37	Welcome to Bastok	P.262
38	The One I Waited For Never Came	P.262
39	Together until we both have gray hair	P.263
40	The right measure of happiness	P.263
41	Parting	P.263
42	Ships heading for the sky of Ifrit	P.264
43	Capriccio "Love That Ends on the Glacier"	P.264
44	A fatal disease	P.264
45	Lovers at Dusk	P.265
46	The Terror of the Airship	P.265
47	The fist of a ferocious beast	P.265
48	The Fist I Couldn't Pass On	P.265
49	Dark Techniques	P.266
50	A Machine with a Sense of Humor	P.266
51	Smoke on the Mountain	P.266
52	Light dancing on the sand dunes	P.267
53	Gustaberg Travel Guide	P.267
54	Rainy Beadeaux	P.267
55	Seven meticulous tricks	P.267
56	The warmth of sincerity	P.268
57	The Studio Head's Secret	P.268
58	Regulars	P.268
59	Aiming for the Beautiful Sky	P.269
60	The power to soar	P.269
61	For the child you're naming	P.269
62	Speculation surrounding the circuit	P.269
63	A bullet hurtling toward tomorrow	P.270
64	The struggle with its weight	P.270
65	From the depths of the darkest place	P.270
66	The Holder of the Holy Book	P.271
67	Seek out Movalpolos	P.271
68	The promise of that day	P.271
69	A Grandmother's Heart: A Grandchild's Ignorance	P.391
70	200 years of missed connections	P.391
71	Talekeeper's Legacy	P.392
72	Wandering ghosts	P.392
73	And then, they meet	P.393
74	Something to protect	P.393
75	Dark Sword	P.402
76	The blade that brings death	P.402
77	Legends of Kuro	P.403
78	Prisoner of Darkness	P.403
79	The Grim Reaper's blade gleams black	P.403
80	Ayame and Kaede	P.412
81	The Trials of the Earth	P.416
82	Trial of the Earth: Revised	P.417
83	Strength and resolve	P.426

QUEST STORY GUIDE

Bastok Mines

Bastok Mines

The Republic of Bastok

Bastok Q01 "A Man's Job"

Tami

Character

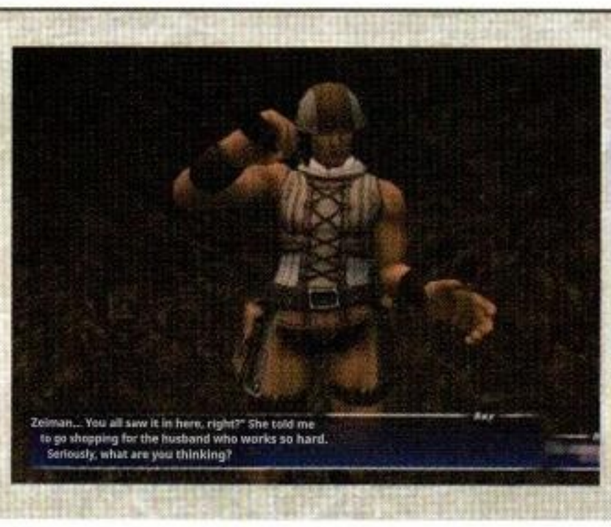
Tami

A strong-willed housewife. She awaits the return of her husband Zelman, who works in the Zeruhn Mines.

Zelman

A miner who is determined to show his wife Tami his authority as a husband.

After reading Tami's note delivered by the Adventurer, Zelman becomes angry with his wife for asking him to do the shopping while he is working hard, and he ends up passing the task on to the Adventurer. Exasperated by her husband's behavior, Tami gave the Adventurer the gift that was meant for her husband.



↓ Feeling sorry for my husband who works Zelman complains that his wife doesn't have any.

Check "Tami's note"

"Please buy the usual from the inn 'Bat's Roost'." Tami

A note addressed to Zelman, requesting that he purchase dried meat from the inn in the mining district. The Quest unfolds differently depending on whether the Adventurer reads this note before handing it to Zelman. If the Adventurer reads the note, they go to buy the dried meat in Zelman's place and receive a Rabbit Cloak as a reward, which was originally intended as a gift from Tami to Zelman. On the other hand, if the adventurer didn't read the note, the Quest ends simply by telling Tami that the note was delivered. However, the reward is then only 10 Gil.

↑ You can only tell that Tami prepared a gift for her husband if you read the note.

Bastok Q02: "Cleaning Up Zeruhn Mines"

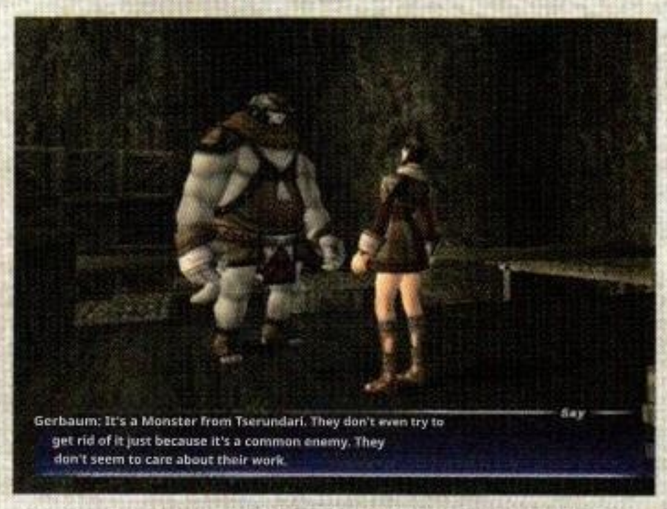
Client: Gerbaum

Character

Gerbaum

A miner who puts his all into his work at Zeruhn Mines. They are struggling with the Monsters that have taken up residence in the mine.

Gerbaum asks an Adventurer to deal with the Monsters in Zeruhn Mines, saying they interfere with his work. As proof that the job is done, the Adventurer brings back the soot that was clinging to the Monster Susu.



↑ Gerbaum expresses dissatisfaction with the country for allowing the Monster in Zeruhn Mines to remain.

Bastok Q03 "Tears of the Siren"

Client: Wahid

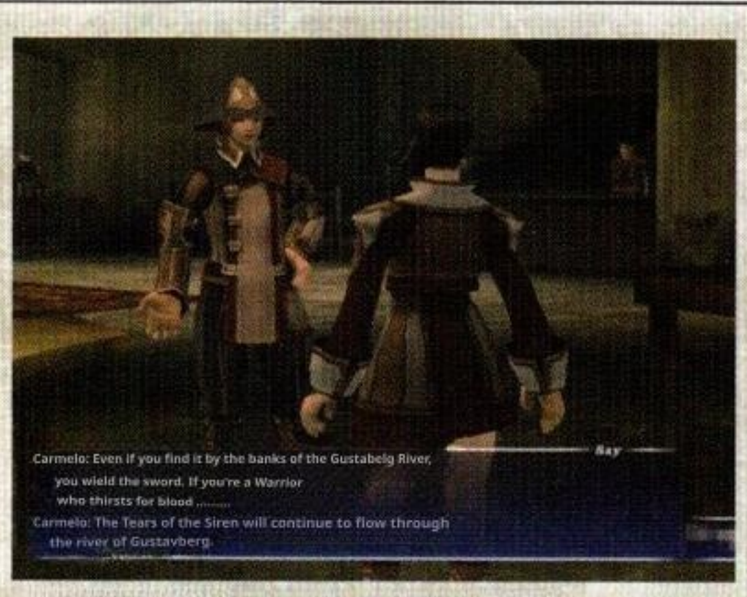
Previous: Bastok Q02 | "Capriccio: Love That Ends on the Glacier" (→P.264)

Character

Wahid

A gem collector with a passion for rare gems. Lately, he's been deeply engrossed in collecting Siren Tears.

At Wahid's request, the Adventurer agrees to retrieve a gem known as a Siren's Tear. Thanks to advice from the tavern bard Carmelo, the Adventurer successfully obtains a Siren's Tear.



↑ Carmelo advises the Adventurer that a "Warrior who wields a sword and thirsts for blood" cannot obtain the Siren's Tears.

Check: The gem Wahid seeks

Siren's Tears

A teardrop-shaped gemstone that shimmers in a brilliant blue.

Siren Tears are gems that wash up on the banks of the river in Gustavberg. They have a peculiar property: if you try to pick them up while equipped with a Weapon or other gear, they slip through your fingers and flow back into the river. Carmelo also once obtained a Siren's Tear, and he recounts the story of how it happened in Bastok Q43 "Capriccio: Love That Ends in the Glacier" (→P.264).

Bastok Q04: "Sleeping Dragon Falls"

Client: Black Mud

Character

Black Mud

A merchant who travels between Metalworks and the Alchemy Guild, acting as a bridge between the two.

The water from the Sleeping Dragon Waterfall is needed for a product developed jointly by Metalworks and the Alchemy Guild. Black Mud doesn't know how to get to the spot where he can collect this water, so he asks an Adventurer to do it.

↑ The Adventurer, having visited the water basin at the Dormant Dragon Waterfall, collects water from the falls using the brass water flask provided by Black Mud.

Check: The beautiful Dormant Dragon Falls

The Dormant Dragon Waterfall is a renowned spot throughout Vana'diel, a place of elegance that stands out amidst the barren landscape of North Gustavberg. To reach the base of this waterfall, one must pass through the somewhat dangerous Dangruf Wadi, making water collection from the falls a challenging task for novice Adventurers.

↑ The majestic and beautiful Dormant Dragon Waterfall. Sightseeing tours are also available (→P.267).

Bastok Q05 "Hatred"

Client: Goraq

Character

Goraq

Garka stands on Ore Street. He harbors a deep hatred for the Quadav who took the lives of his comrades.

To avenge the fallen comrades, Goraq asks an Adventurer to slay Quadav. The Adventurer who defeated the Qu'daf brought back the Qu'daf Helm as proof that the request had been fulfilled.

↑ Goraq speaks calmly about the miners and those who went to slay Quadav—about the comrades who were killed.

Check Quadav Helmet

The helmet worn by the Quadav is a special piece of armor called the "Quadav Helm," which humans cannot equip. Adventurers who accept Goraq's request must defeat Quadav in locations like their stronghold Beadeaux to obtain this armor.

Bastok Q06 "Altana's Sorrow"

Client: Virnage

Related: Vana'diel Past Q36 "Guardian of the Goddess Statue" (→P.387)

Character

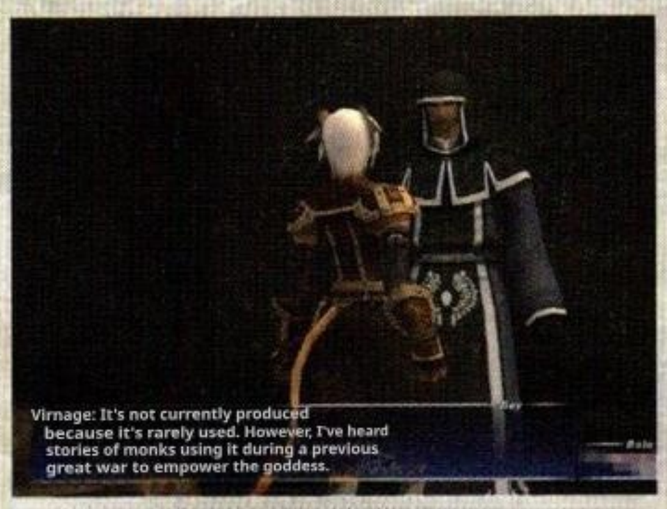
Virnage

A monk from the Cathedral of San d'Oria who visited Bastok on a pilgrimage.

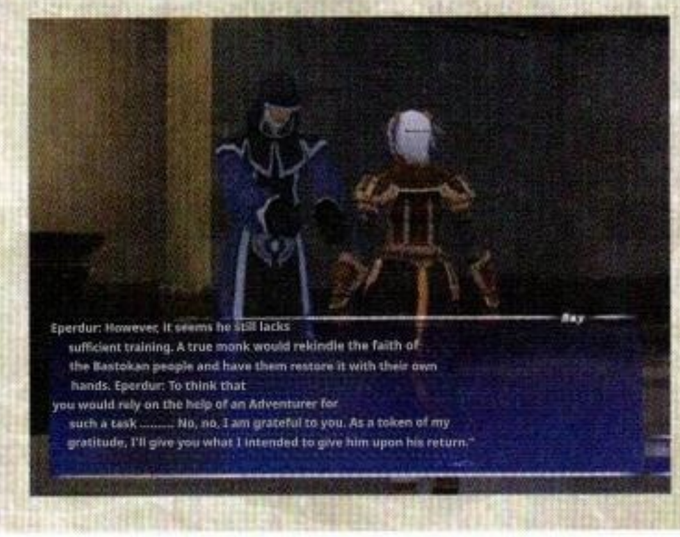
Eperdur

A senior monk who oversees the training of other monks. He is strict with inexperienced monks.

Novice monk Virnage was distressed by the deterioration of the goddess statue in Metalworks. Although the Adventurer procured paint to restore the goddess statue, High Priest Eperdur insists that it is improper to rely on an Adventurer's help for such repairs, and orders Virnage to undergo further training.



↑ At Virnage's request, the Adventurer set out to find the paint for the goddess statue that the monks brought to the Garlaige Citadel during the Crystal War.



← Eperduel states that only by having the townspeople repair the goddess statue can one be a true monk, and hands over the "Telebodem" he had intended to give to Virnage to the Adventurer.

Check: Monks during the Great War

You can actually meet the "cleric who brought paint to the citadel" mentioned in Virnage's story at the Garlaige Citadel [S] in Vana'diel Past. That cleric's name is Fondaction, and in Vana'diel Past Q36, "Guardian of the Goddess Statue," you'll take on the quest to find the lost parcel containing the paint (→P.387).

↑ In the present day, the Garlaige Citadel is a Monster's lair, and no humans are seen there.

Bastok Q07 "Garka and the Girl"

Parago, Cornelia

Bastok Q34 "Tenshodo for purchases" (→P.261)

Character

Parago

Garka, who was in negotiations with Tenshodo to obtain the "Palborough Mines Chronicle."

Cornelia

The president's only daughter. He rushes to Tenshodo to fulfill Parago's wish.

Parago was gathering zinc ore to obtain the "Palborough Mines Chronicle" from Talib of Tenshodo. However, just as he was about to collect one more piece to receive the item, he got injured. Upon learning the situation, Cornelia asks the Adventurer to procure the zinc ore. In exchange for the ore, the Adventurer receives the "Palborough Mines Chronicle" and hands it over to Parraggoh.

↑ Cornelia goes to Tenshodo and demands that the "Palborough Mines Record" be handed over to Parraggoh.

Check "The Chronicles of Palborough Mines"

The story of the ten Hume who pioneered Palborough Mines. It chronicles the history of Palborough Mines as a pinnacle of technological innovation.

A book chronicling the history of the Palbro Mine, located near Bastok. According to this book, the Palborough Mines were developed by the "Ten Humes," but this was later revised. In reality, there were other pioneers, and the truth is revealed in Bastok Q11: "The Eleventh Truth" (→p. 254).

Bastok Q08

The Wall of the Heart

Client: Pavke

Character

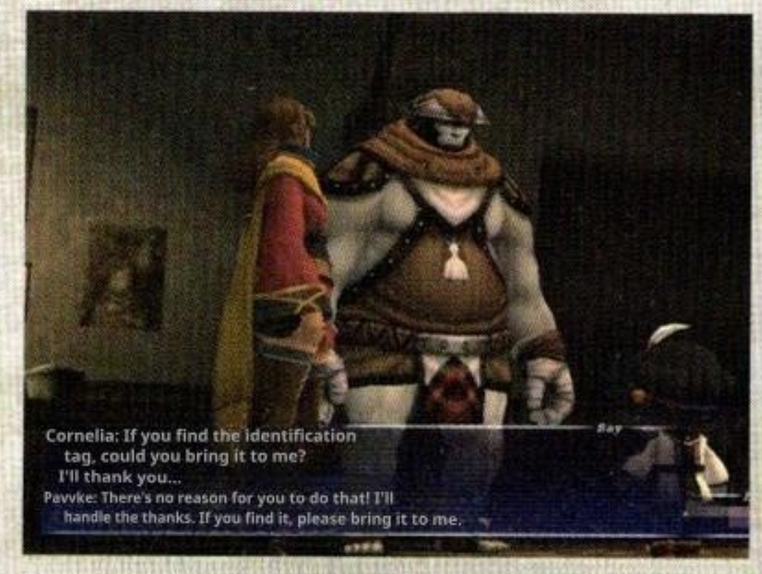
Pavke

Garka, who once worked at Palborough Mines. She's looking for a keepsake from a friend.

Cornelia

A girl who listens to people and gathers information about the keepsake Pavke is searching for.

Pavke was searching for a silver dog tag as a memento of a comrade who lost his life in the Palborough Mines. When Cornelia tells the Adventurer that she will reward them if they find it, Pavke expresses discomfort, saying it's none of their business. The Adventurer who finds the dog tag learns of Cornelia's desire to "remove even a small part of the barrier between Hume and Galka."



↑ Pavke raises his voice at Cornelia, who is meddling where she shouldn't, saying, "Don't do anything unnecessary."

Check: Miners' ID cards

Pavke's companions lost their lives 15 years ago when they were working in Palborough Mines and were attacked by Quadav. As a result, the silver identification tags they carried fell into the hands of Quadav in Palborough Mines. Adventurers can obtain these tags by defeating Quadav. Incidentally, Pavke has also lost his identification card. However, it is not in the Palbro Mine; instead, it is discovered while progressing through Bastok Q65 "From the Depths of Darkness" (→P.270).

Bastok Q09 "Rival"

Client: Detzoh

Character

Detzio

A child from Galka who lives in the Mining District. He sees Gumbah as a rival.

Gumbah

The boy reluctantly agrees to compete with Dettsuo, who constantly challenges him.

Detzo, who challenged Gumbah to a showdown to see "who has the cooler shield," asks an Adventurer to lend him an expensive shield. Gumbah had a better helmet than Detzo, but he had tricked Cornelia to get it. Upon learning the truth, Cornelia becomes enraged. Gumbah abandons the match and flees, trying to escape from her.

↑ Despite being fed up with Detzo's repeated challenges, Gumbah decides to face him for now.

Check: The Two Armors

The armor Detzo borrows from the Adventurer is a very expensive Mithril Sarrit. In response, Gumbah lies to Cornelia, saying, "There's a certain Garca who's in trouble because she doesn't have armor," and gets her to provide a Gold Armor that's even more expensive than the Mithril Sarrit.

Mithril Sarrit

Gold Armor

Continuous Quest: Bastok Q10 and Bastok Q11

Forgotten Mine workers

Palborough Mines, renowned for the mining of the rare metal mithril. It is said that its development was made possible by the wisdom and skills of the ten great Humes, but...?

Character

Erki

A great-grandson of Omran, one of the first to develop the Palbro Mine. He visited Bastok to pay respects at the grave of his deceased great-grandfather.

Baben

Old Galka, who dislikes talking about the past. It seems he had a close relationship with Omran.

Gumbah

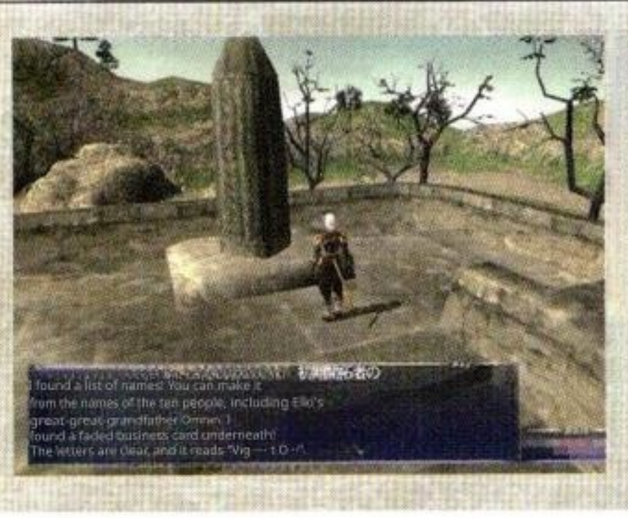
A child with a surprisingly mature demeanor. He knows Baben's former name.

Bastok Q10 "Men who bet on Mithril"

Client: Erki

Related: Bastok Q07 "Garka and the Girl" (→P.253)

Erki asks the Adventurer to visit the monument honoring the ten original settlers of Palborough Mines and pay respects at the grave of his great-grandfather, Omran. The Adventurer, who has come to the monument with a bouquet of flowers, discovers a nearly faded name beneath the list of pioneers inscribed there.



↑ The names of the Omrans are inscribed on the monument. There was another mysterious name besides the previous one.

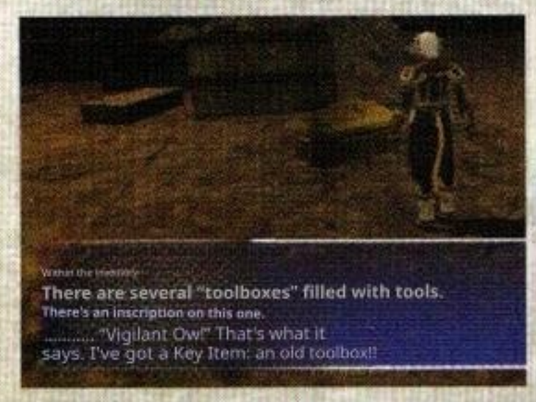
Check: The Early Pioneers

Palborough Mines was developed by Erki's great-great-grandfather Omran and his family using a new type of gunpowder called "Dancing Fire." Although about 150 years have passed since the mine's development and the Omrans are no longer with us, you can see them as they were during that time in the flashback scene in Bastok M4-1 "Steal the Magicite" (→P.82).

Bastok Q11: "The Truth of the Eleventh"

Client: Erki

According to the diary left by Omran, there were actually more than 10 original settlers at Palborough Mines, as there was one more person who never came to the fore. Relying on the name inscribed on the early settler's tool, the Adventurer discovers that Baben, a Galka living in the mining district, is the eleventh early settler. Baben tells Erki, who bears a resemblance to Omran, that he had to hide his name as a Garka to protect Hume's pride during the mine's development.



Go to the Valvoro Mine for the first time. With the name of the pioneer inscribed. An Adventurer who finds a tool.

↑ Encouraged by Gumbah, Baben, the 11th early settler, finally breaks his silence.

Check the two names

The mysterious name inscribed on the monument you visit in Bastok Q10, "Men Who Bet on Mithril," is "Vigilant Aur." In fact, this name was given by Hume in the past to Baben, the 11th early settler. The tools of 10 early settlers discovered in Palborough Mines bear both their names and their real names. That becomes the definitive proof identifying the 11th early settler.

The forgotten mine workers *Fin*

Bastok Q12: "Heir to the Sword"

Client: Gumbah

Character

Gumbah

A close friend of Werei, who was once renowned as a master swordsman. He delivers a message from the Dark Knight Zayd to the Adventurer.

After reading a letter from the Dark Knight Zayd, the Adventurer received a Great Sword from Gumbah. After overcoming the trials imposed by Zayd, the Adventurer learns Ground Strike.

↑ After the Adventurer completes the trial, Gumbah tells them about the battle between Zaid and Werei.

Check Zayd's Trial

In his youth, Zayd challenged the swordsman Werei to a duel, and by experiencing a different sword style, he developed a new technique. Zaid, aiming to provide Adventurers with a similar experience, tells them that by completing the trial, they can master Werei's techniques. He then has them use an unfamiliar sword, allowing the Adventurer to develop new techniques themselves.

QUEST STORY GUIDE

Bastok Markets

Bastok Markets

The Republic of Bastok

Bastok Q13: "A Bountiful Table"

Client: Salimer

Character

Sarimer

A housewife from an upper-class family. She considers cooking one of her refined hobbies and enjoys it daily.

Salimah, who deeply loves cooking, was seeking ingredients to create a lavish dining experience. Adventurers who gather ingredients suitable for the cuisine Salimah envisions deliver them to her.

↑ Salimah says that, as a housewife, it's a waste not to spend time in the kitchen just because you come from an upper-class family.

Check: Salimer's Cuisine

You can give Salimer three types of ingredients for cooking: Nemuritake mushrooms, Torrent bulbs, and Wild Onions. The dish she intends to make varies depending on the time of day. You need to give her the right ingredients for each type of dish: Nemuritake before breakfast, Torrent bulbs before lunch, and Wild Onion before dinner. Otherwise, the reward you receive will be reduced.

↑ Sarimer's daughter accurately guesses the dish her mother is trying to make.

Bastok Q14 "Light the fire in the hearth"

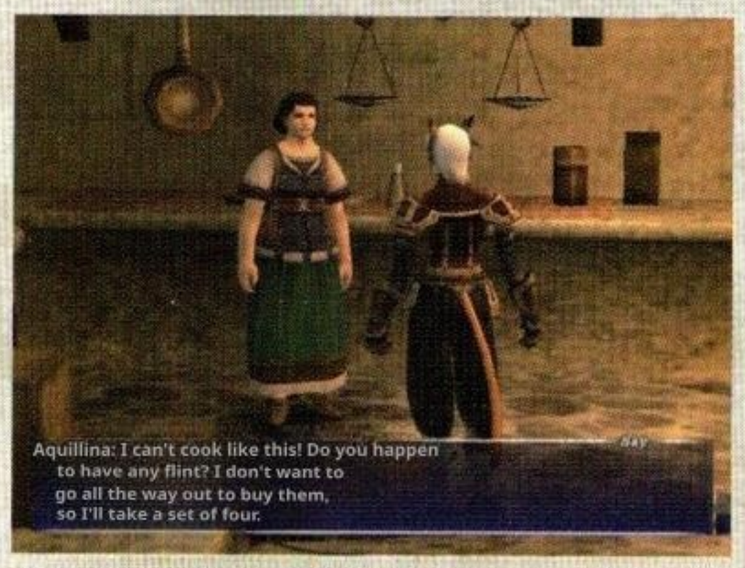
Client: Akirina

Character

Aquilina

A housewife who, despite venting her frustrations to her family, puts her heart into housework. She runs out of flint very quickly.

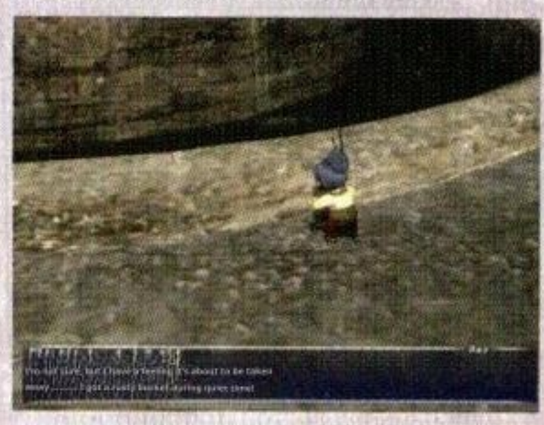
While busy cooking, Aquillina accidentally used up the flint needed to light the stove. She decides it's too much trouble to go shopping, so she asks an Adventurer to get her some flint.



↑ The flint Aquillina needs is ideal for starting a fire and is commonly used in households.

Check: Rusty Bucket

When you're fishing in Vana'diel, you might occasionally catch an Item other than a fish. Among such Items, the rusty bucket is famously a rare find. A rusty bucket is a type of furnishing item that, when placed in the Mog House, can hold other Items. However, it has a very limited storage capacity.



↑ For an Adventurer who goes fishing, a rusty bucket is one of those things that can be a real headache.

Bastok Q15: "The Relationship Between Fishing and Buckets"

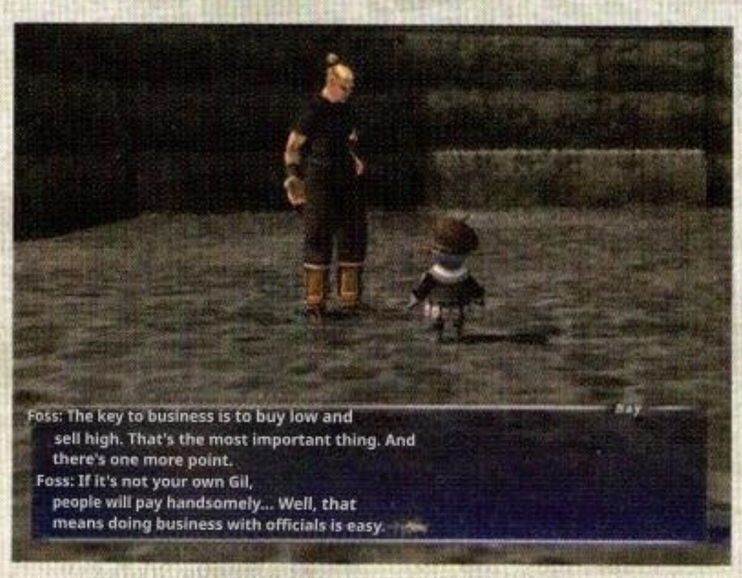
Client: Fos

Character

Foss

A merchant whose motto is "Buy low, sell high." The official enjoys doing business with others.

The "rusty bucket," a familiar item among fishermen that rarely sells. Foss, planning to polish them and sell them at a high price to officials at Metalworks, buys five rusty buckets from an Adventurer.



↑ Foss says that officials are the perfect customers because they spend money without hesitation.

Continuous Quest: Bastok Q16, Bastok Q17, Bastok Q18

People gathering at Krautz Bridge

Located in the southwestern part of the commercial district, Crowtz Bridge is a bustling thoroughfare where many people come and go. In a house on this bridge live three close friends: Michea, Guil, and Dalzakk.

Character

Michea
A goldsmith from Elvaan. He adores Dalzakk, who lives next door, as if he were his own father.

Guil
A Galka boy who is always reading books while keeping an eye on Dalzakk's house.

Dalzakk
A skilled fighter who often travels away from home. He takes care of Misia and Guil.

Bastok Q16: "Elvaan Goldsmith"

Client: Michea

Michea, a goldsmith who wasn't a member of the Goldsmith Guild, was struggling to procure the Copper Ingot needed to create items ordered by customers. Unable to stand by and watch, the Adventurer decided to procure the materials in Michea's stead.

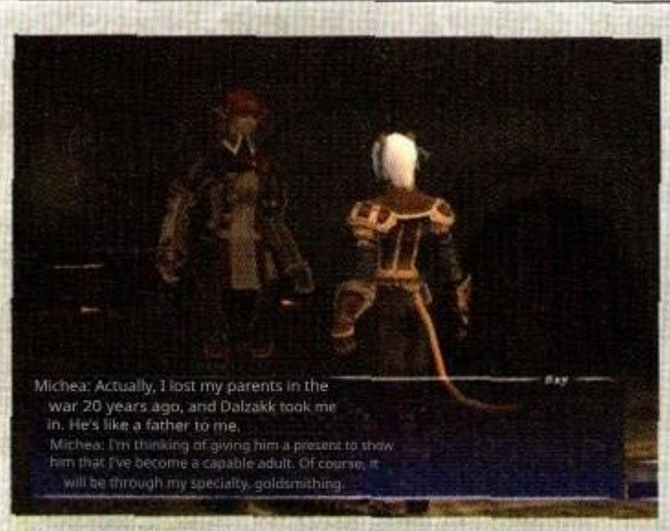
↑ Upon receiving the materials, Michea items. He's happy that he can now make the ordered

Bastok Q17 "Neighbor of the Krautz Bridge"

Client: Michea

Related: San d'Oria Q15 "A Distant Bond" (→P.234)

Michea says she wants to give a goldsmithing gift to her neighbor Dalzakk, who always takes care of her. It seems she wants to prove to Dalzakk, who has been a father figure to her since she lost her parents in The Crystal War, that she has grown into a capable adult. The Adventurer prepares a Silver Ingot for her as the material for the gift.

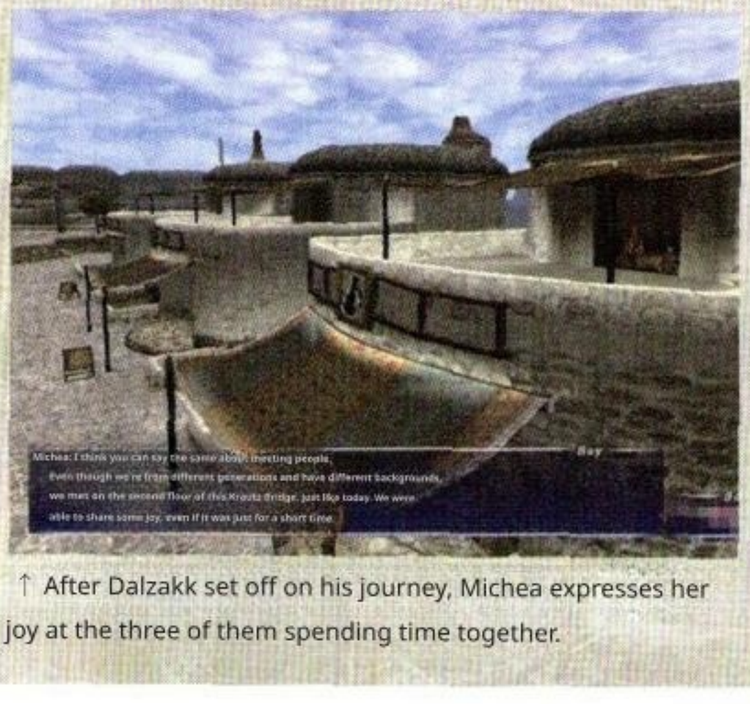


↑ Michea aims to express her gratitude to her neighbor, Dalzakk, who lives by Krautz Bridge, through her expertise in goldsmithing.

Bastok Q18: "Adventurer's Return"

Client: Guile

After hearing about the gift from Michea, Guil, like her, enlists the help of an Adventurer to prepare a present for Dalzakk. Just then, Dalzakk, who had been traveling, returned. After receiving gifts from Michea and Guil, he advised Michea to focus on her goldsmithing and Guil on his swordsmanship, then set off on another journey.



↑ After Dalzakk set off on his journey, Michea expresses her joy at the three of them spending time together.

People gathering at Kraut Bridge **Fin**

Check Michea's past

Michea originally lived in San d'Oria, but lost her parents over 20 years ago during The Crystal War. Dalzakk took her in, and she settled in Bastok. Michea's aunt, Femito, lives in San d'Oria, and San d'Oria 015, "Distant Bonds" (→P. 234) depicts Femito, who, even now after being separated, still worries about Michea's well-being.

↑ **Femito stands with his attendant in the Triumph Square of South San d'Oria.**

Check Dalzakk's question

Before setting off on his journey, Dalzakk had asked Mishea about the "value of a red rose." In response, Michea says, "The value of a red rose lies in its ability to create a 'miracle' where everyone, regardless of their differing values, can share in its beauty." She also says that it's a wonderful "miracle" when people of different generations and ethnicities gather on the Krautz Bridge and share a good time together.

↑ **Dalzakk says that if you understand the value of a red rose, you can become a top-tier goldsmith.**

Bastok Q19: "It's dark by the lighthouse"

Client: Marine

Character

Marine

A grandmother who owns a warehouse in Bastok. While transporting the warehouse's goods, a Monster snatched them away.

The Adventurer visited the lighthouse in Gustavberg to retrieve Marine's stolen belongings. The Adventurer defeats the Monster lured out with the Kyus and successfully recovers the goods.

↑ Based on Guil's information, the Adventurer places the Kyus behind the lighthouse to lure out the enemy.

Check: Monster Favorites

Marine says that Dalzakk knows how to lure out the Monster that stole the luggage, but unfortunately, he's away on a journey. Instead, Guil, who has been entrusted with looking after Dalzakk's house in his absence, suggests using a fish bait called Kyus.

Bastok Q20: "A Life with Substance"

Client: Degenhard

Character

Degenhard

An elderly man from Hume who is always seen taking light steps by the Garka Bridge. He maintains his health with his own unique secret.

The Adventurer hands bone fragments to Degenhard, the town's elder, and learns the secret to his health. It seems that the secret to staying healthy is simply carrying around bone fragments and being aware of "death."

↑ Degenhard maintained his health by carrying bone fragments and achieving a kind of enlightenment.

Check the old man's identity

As mentioned in Jeuno Q53's "A Test of True Love" (→P.316), Degenhard is not just any ordinary old man. He is a true warrior who, about 30 years ago, trained under the legendary fighter "Takekami" and underwent rigorous training. Incidentally, Maat, the renowned fighter in Jeuno, was originally a student of the Martial God. Maat and Degenhard are old acquaintances.

Continuous Quest: Bastok Q21 ▲ Bastok Q22

Mithra and his son

Mithra, a mother, and her daughter Ro Ratte lead a quiet life in the underground city of the Mining District, where the Galkas gather. Today, Nbu·Ratte is once again dedicated to her "work" for her daughter's sake.

Character

Numb Latté

Mithra, a thief who makes a living by stealing. She feels a strong sense of concern for her daughter, Ro Ratte.

Ro Ratte

Mithra, a child, awaits her mother, Numb Latte, to return home in the Mining District. She doesn't know what her mother's job entails.

Bastok Q21 "Is Mom an Adventurer?"

Client: Numb Latte

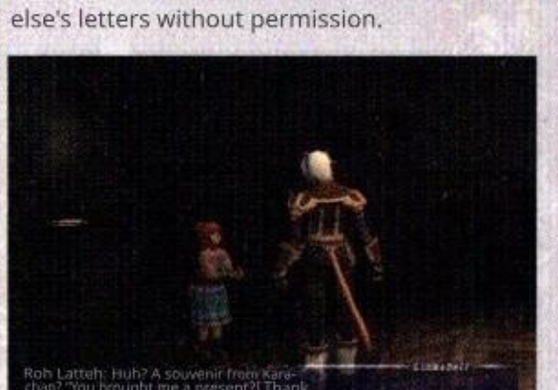
Nbu Latteh, who worked as a thief, was targeted by the city guards and found herself stuck in the commercial district. The Adventurer, who had delivered a souvenir to her daughter Ro Ratte at her request, receives a letter written by Ro Ratte to her mother.

↓ After reading her daughter's letter, Nbu Latteh was deeply moved by the tender words expressing her mother's concern.

Check "A letter from Ro Ratte"

"To Mom: Thank you for all your hard work. I'll be fine even if you don't bring me a present, so please come home early sometimes."

A heartwarming letter Ro Ratte wrote to his mother, Numb Ratte. If the Adventurer reads this letter before handing it to Numb Latte, Numb Latte will reproach them for it, saying that it's bad manners to read someone else's letters without permission.



↑ Ro Ratte expresses in a letter her desire to spend more time with her mother.

Bastok Q22: "Mom's Big Task"

Client: Numb Latte

Numb Latte learned about a treasure hidden beneath a signpost in the Konschtat Highlands. The Adventurer who went in her place to search for the treasure found only a tattered painting, but Coratte took a liking to it.

↓ The painting featured a windmill depicted in a distinctive style, but the renowned It doesn't seem to be a painter's work.

Mithra and her child

Fin

Continuous Quest: Bastok Q23 ▶ Bastok Q24

Future fashion leader

On the Golden Street in the commercial district, Bridgid's gaze wanders over the people's attire. By chance, the Adventurer ends up having her coordinate their equipment.

Character

Bridget

A girl from Hume who calls herself the "future fashion leader." She criticizes the Adventurer's outdated attire and makes them wear what she considers "trendy gear."

Bastok Q23: "Bridget's Fashion Check"

Client: Bridget

Bridget, who is attuned to the latest trends, suddenly starts nitpicking the outfits of the Adventurers she spots around town. The Adventurer, who followed Bridgit's advice and donned the robe and bronze subligar, received her praise, saying it suited him well.

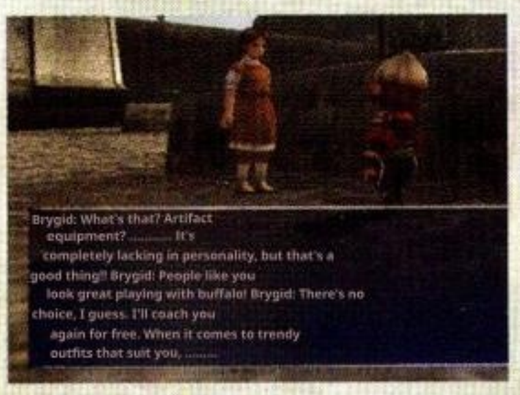
Hand the robe to the Adventurer.

you'll look even more stylish." Bridget said, "If you wear this,

Bastok Q24: "Bridget's Fashion Check II"

Client: Bridget

The Adventurer, once again caught up in Brygid's schemes, found himself wearing the equipment she desired. After the Adventurer finishes changing, Brygid tells him that if he provides a "white Saber," she will give him the special equipment he wants.



Bridget is an Adventurer herself Brygid's Artifact equipment I also criticize it.

Future fashion leader *Fin*

Bastok Q25: "The Strange Rocks of Dangrulf"

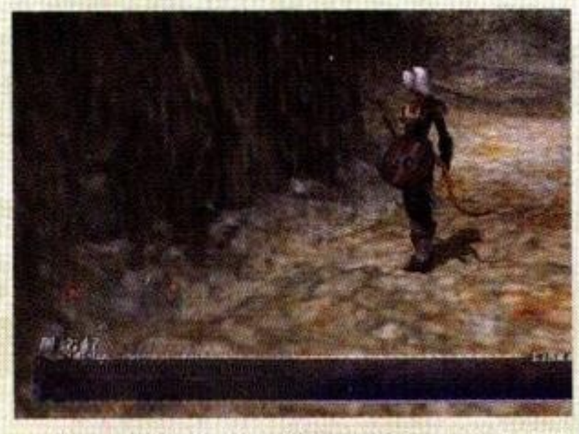
Client: Horatius

Character

Horatius

A collector whose hobby is gathering precious gems. He sets his sights on a rare stone said to be found in Dangruf Wadi.

The "Dangrulf Peculiar Rock" that Horatius is desperately seeking. The Adventurer, having found this stone that only appears on clear days, has Horatius purchase it.



↑ Legend has it that the Dangrulf Strange Rock is formed from the solidified blood of a Galka Warrior.

Bastok Q26 "Can you do it alone?"

Client: Marin

Character

Marin

A worried woman who is concerned about her younger brother Ken's safety.

Ken

A young man who plans to take the entrance exam for the Engineering Corps.

The Adventurer is asked by Marin to serve as Ken's escort while he takes the Engineering Corps entrance exam. The Adventurer immediately visited the exam site, but Ken declined the Adventurer's help.

↑ To protect Ken's pride as he takes the exam, the Adventurer decides to help him in secret.

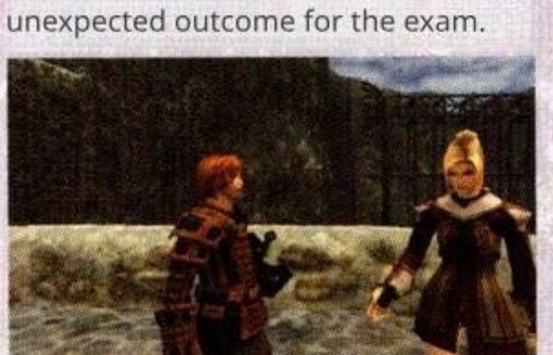
Check: Bridget's particular preferences

Although Bridget is still a young girl, she has quite a strong preference for her attire. She seems to have a particular fondness for sabrigas, as she often instructs the Adventurer to wear a bronze sabriga or bring a white one, and gives various other sabriga-related directions.

↑ The sabriga that Bridget is particular about is a piece of equipment that makes the lower body slightly cooler.

Check whether the enlistment exam was passed or failed

In fact, not only the Adventurer, but also Marin is secretly accompanying Ken during the exam. As a result, two people are watching over Ken... but in the end, that's what leads to an unexpected outcome for the exam.



↑ Unaware that her worry will backfire, Marin asks an Adventurer to protect Ken.

Bastok Q27 "Stamp Rally"

Client: Arone

Character

Arone

The leader of the town's children, who lives in a wealthy family's home. He's burning with competitive spirit against his friend who finished the Stamp Rally.

The "Stamp Rally" where you collect stamps from guards throughout the city. To compete with his friend who finished first, Arone asks the Adventurer to collect stamps.

↑ **Arone asks you to collect stamps on his behalf, promising to thank you in return.**

Check: Collecting stamps

The Stamp Rally currently taking place in Bastok is an event for children. However, it seems that many children are relying on others to collect stamps, much like Arone, so it's mostly Adventurers who are actually participating. By the way, according to Karl, the client of Jeuno Q48 "Deal with a Child" (→P.315), there is also an "Airship Stamp Rally" that travels the world by Airship.

Bastok Q28 "Make a Wish to the Stars"

Client: Enyu

Character

Enyu

A girl who cares for her father, Zack. She tells the Adventurer about the legend of the star fragments.

Zack

A man who continues to wait for his wife Alisa to return from her search for food.

Zack, who lost his wife Alisa in an accident and lost his memory due to grief, was convinced that his wife was still alive. Unable to bear seeing her father like this, Enyu asks the Adventurer to search for a star fragment that is said to grant any wish. Enyu tries to summon her mother using the star fragment she found. Perhaps sensing the daughter's concern for her father, a small miracle occurs...

↑ **Even without making a wish to the stars, Zack finds solace in the fact that his wife lives within his heart, putting an end to his sorrow.**

Check the power of the Star Shard

Star Shards are beautiful, unique stones hidden among the trees of the Yuhtunga Jungle. Enyu's wish to use this stone to reunite his father, Zack, with his late mother, Alisa, remains unfulfilled. However, at the end of the Quest, Alisa's apparition appears, watching over Zack and Enyu warmly from afar.

↑ **Once it is confirmed that Zack has regained his memory, Alisa's apparition disappears.**

Bastok Q29 "Fomor hate"

Client: Zonfovan

Character

Zonfoben

Tarutaru is working on completing a book about a certain Magic system. He claims to be a well-educated, cultured individual, but his laughter is a bit unsettling.

Zon-Fobun complains that the book he's working on lacks pages about curses. To help with the book's creation, the Adventurer is cursed by two types of statues in Beadeaux and records the curse's effects.

↑ **Zon-Fobun gives the Adventurer a piece of paper that records the effects of the Curse he has received.**

Check the letter's contents

The letter Offa wrote to his future self was quite casual, saying, "I'll leave it to you to decide what to write." After reading this, Offa feels ashamed of his tendency to always leave things to others and resolves to become a new person from now on.

However, there's a sequel to this story. When someone reburies Rolanberry along with the letter in Vana'diel Past, Offa becomes obsessed with eating dried Rolanberry in the present day, completely losing his resolve to become a new person.

Bastok Q30: "A Dream I Once Had"

Client: Offa

Character

Offa

A man who is constantly slacking off from work at home. It seems that he once wrote a letter to his future self and buried it in the ground.

Offa was troubled because a Goblin had taken a letter he had once buried in the ground, a letter addressed to his future self. In Vana'diel Past, the Adventurer gives advice to a young Offa, helping him come up with a plan to prevent his letter from being stolen.

↑ **Thanks to the Adventurer who repeatedly advised Offa in the past, the letter reaches the present-day Offa, but...**

QUEST STORY GUIDE

Port Bastok

Port Bastok

The Republic of Bastok

Continuous Quest: Bastok Q31 and Bastok Q32

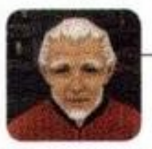
The Son and the Shell

Koran never leaves the house, which worries his father, Ronan. His situation worsened after he encountered Quadav's shell...

Character

Koran

A young man who really struggles with being around people and spends his days holed up at home.



Ronan

Koran's father. He's trying to get his son to open his eyes to the world outside.

Bastok Q31: "The Curse of Quadav"

Client: Corann

Koran feels embarrassed about going outside and meeting people, and wishes he could hide in a small, cozy space. The Adventurer then gives him Quadav's shell, which completely conceals him from head to toe. Upon receiving the shell, Corann became even more determined not to leave his house, believing he could now sleep peacefully at night.

↑ Corann, who loves the Quadav carapace, says he must have been a turtle in a previous life.

Check Quadav Backplate

The Quadav backplate is a composite armor worn on the back by the Quadav people. Humans cannot equip it, and its primary use is essentially to be fragmented with Crystals and transformed into materials for Synthesis. In other words, shutting oneself inside this carapace is a rather eccentric act.

Bastok Q32 "Take off the shell"

Client: Ronan

Angry that his son Corann's situation had worsened, Ronan asked the Adventurer to separate his son from the Quadav carapace. Conan manages to get his son out of the Quadav's carapace by placing an Armored Insect, provided by the Adventurer, inside it.

↑ Ronan vents his anger, demanding the Adventurer who caused Coran to retreat into Quadav's shell take responsibility.

← Corann says that after the Armored Insect was placed inside his shell, his body started itching, and he no longer understood why he had enjoyed being inside it.

Check: Carapace and Armored Insect

In Bastok, there is a saying that goes, "Three armored insects in a turtle's shell," which refers to completely ruining a tool. Ronan, having received the parasitic Armored Insect from the Adventurer, applied this proverb to Quadav's shell, where his son was holed up.

↑ Hearing a proverb spoken by the townspeople, the Adventurer prepares three Armored Insects.

The Son and the Shell *Fin*

Bastok Q33: Grandma's Wisdom Bag

Client: Benita

Character

Benita

A housewife juggling daily household chores. Cleaning seems to be particularly challenging.

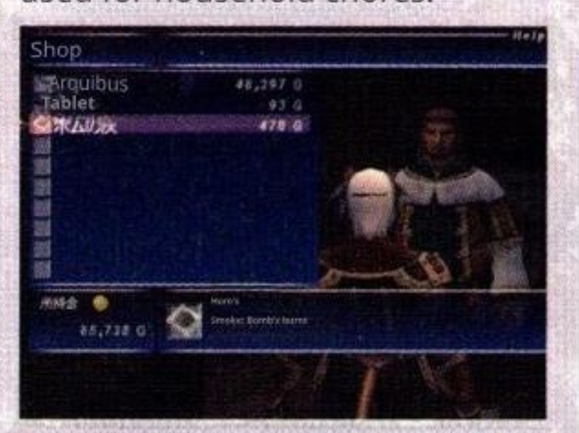
Tete

The grandmother in Benita's household. She knows all sorts of useful household tips.

Benita, troubled by a clogged fireplace chimney, consults the Adventurer to find a good way to clear the blockage. Having learned from Tete that Bomb ash is effective for clearing a clogged chimney, the Adventurer promptly obtained some and handed it to Benita.

Check: Uses for Bomb ash

Bomb ash is an Item you can get, for example, by defeating a Bomb Monster, and it's commonly known as a material for Synthesis. This Quest reveals a surprising tidbit: Bomb ash can actually be used for household chores.



↑ Bomb ash is a popular material that is also sold at Metalworks' Gunpowder Lab.

Bastok Q34: "For buyouts, Tenshodo"

Client: Talib

Bastok Q07: "Garka and the Girl" (→p. 253)

Character

Talib

A man who works at the Bastok branch of the secret organization Tenshodo. He is buying specific ores from Adventurers.

Talib says he buys the precious metal "zinc ore" at a high price. Adventurers collect zinc ore by defeating Worm Monsters, among other methods, and then sell it to Talb.

↑ Talib will buy the zinc ore collected by the Adventurer in sets of four.

Check on Master's safety

An undead monster is said to be the soul of a creature that died with unfulfilled regrets, lingering in the present world. The fact that Gudav's master's watchdog had become an undead monster suggests that the dog failed to protect its master from some danger—essentially, the master also lost his life. However, since the possibility that he merely reincarnated as a Garka is not entirely ruled out, the master's fate ultimately remains unknown to the very end.

Bastok Q35: "Dogs Never Forget"

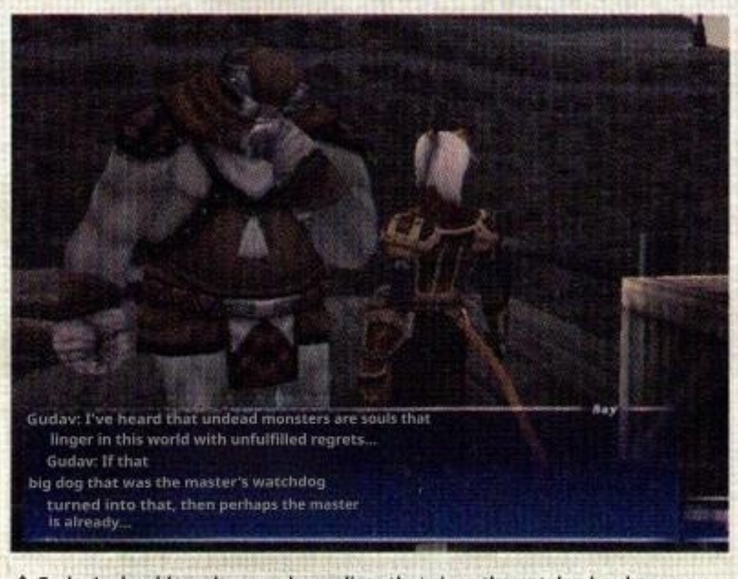
Client: Gudav

Character

Gudav

Garka was involved in construction work at the harbor site. He worries about his missing master.

Gudav turned to the Adventurer, seeking information about his master, who had vanished along with his dog. The Adventurer finds the collar that belonged to the Master's dog on a Corpse Hound Monster he defeated in North Gustaberg.



↑ Gudav's shoulders slump as he realizes that since the pet dog has become an undead monster, his master is likely not safe either.

Check: Bats that live in the sand dunes

The sand bat that plagues Yazan is a ferocious creature that inhabits the Valkurm Dunes. When traveling on foot between Selbina and Bastok, one must pass through the cave where this bat dwells, making it a threat not only to merchants but also to novice Adventurers.

↑ In the dimly lit caves of the sand dunes, sand bats fly around in search of prey.

Bastok Q36: Clearing the Sand Road

Client: Yazan

Character

Yazan

A merchant who trades goods with the port town of Selbina. It seems he's been struggling lately, finding it difficult to do business.

Yazan says that it's become harder for goods to arrive from Selbina because ferocious bats are obstructing traffic. The Adventurer, at his request, agreed to deal with the bats.

↑ An Adventurer who defeats the Sand Bat that disrupts Yazan's business and brings back its fang.

Continuous Quest: Bastok Q37 and Bastok Q38

Welcoming guests

Every day, customers from Juno visit Poitain at the harbor tavern. However, Poitan was in a real bind, unable to greet his guests due to a strange promise he had made.

Character

Poitain

A person who welcomes guests from other countries and conducts business negotiations, among other things. He has a careless side where he speaks without thinking things through.

Evrain

Poitain's first guest. The young Hume, who lives as a White Mage.

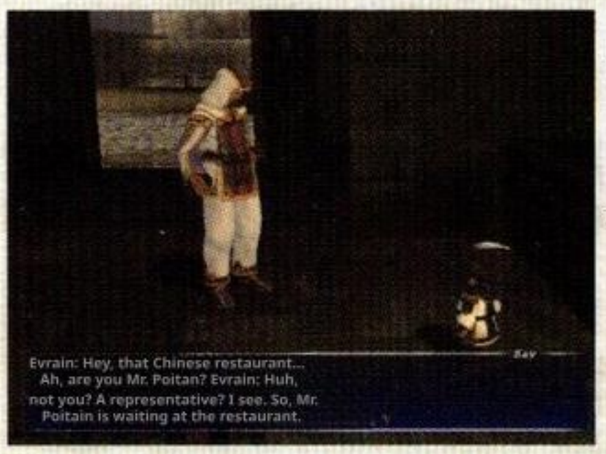
Damian

Poitain's second guest. The strict Paladin Elvaan, who follows the path of a Paladin.

Bastok Q37: "Welcome to Bastok"

Client: Powhatan

As a way for visitors from Jeuno to recognize him, Poatan told them he would bring a shell shield—something he didn't actually possess. Poitain asks the Adventurer to take the Shell Shield in his place and greet the guest.



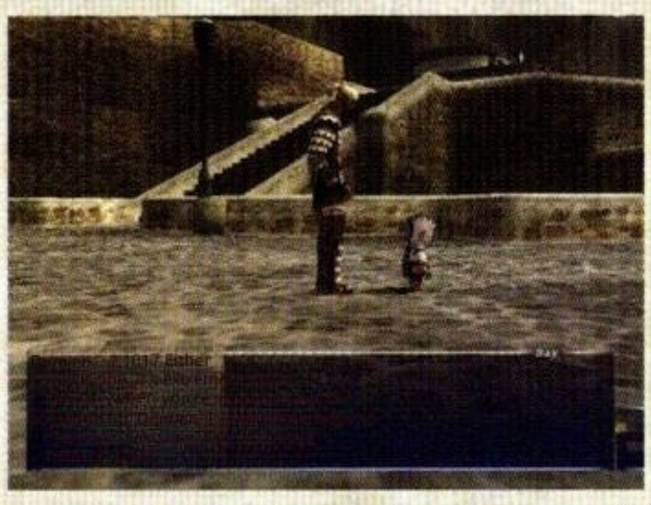
↓ Equipped with the Shell Shield, the Adventurer greets the guest, Evrain.

Bastok Q38: "The Expected Guest Never Arrived"

Client: Poatan

The Adventurer was once again asked by Poatan to welcome a guest. However, the guest had already arrived in town before the Adventurer could meet them. Then, the guest, offended by the delay in being greeted and considering it rude, returns to Jeuno.

↑ It seems that Powhatan once again used equipment he doesn't have as a signal for the welcome. The designated equipment this time is the Club, a type of club.



← Upon arriving in the city, the guest, Domien, wandered around without meeting the person who was supposed to pick him up. He hands the Adventurer a letter stating that he is canceling the business deal with Powhatan.

Check the welcome sign

Among the equipment worn when greeting Powhatan's guests, the Shell Shield can be equipped by even lower-level Adventurers. However, equipping the Mace requires a fairly high level, and only White Mages can use it, making it somewhat challenging to prepare. There is an alternative called a Replica Maw that can be used for the Welcome instead of the Maw and can be equipped by any Job. However, it also requires a high level, making it a difficult item for new Adventurers to easily obtain.

↑ The Replica Maw is a moderately valuable weapon found in treasure chests within the Gusgen Mines.

Welcoming guests *Fin*

Column: Quest to Deliver Lost Items

At Airship boarding areas other than Jeuno, you can accept the following Quests. In each quest, you'll need to locate a specific passenger you've learned beforehand inside the Airship and deliver their lost item to them.

◆ "Who Lost It?" Quest List

Location of the Airship	Quest Name	Client
San d'Oria	Who Dropped It in San d'Oria	Eddie
Bastok	Who's the culprit in Bastok?	Grin
Windurst	Who Dropped It in Windurst	Pygmalion
Kazham	Who lost it in Kazham?	Swift

← There are many people on the Airship who closely resemble the passenger who lost their item, making it difficult to identify the correct passenger.

Continuous Quest: Bastok Q39, Bastok Q40

Gift from an elderly couple

Quizz and Romilda, an elderly couple who are close, stand side by side on the harbor's waterfront. No matter how old they get, they still care for each other, and one day they decide to give a gift to the other.

Character

Quiji

A grandfather who loves his wife, Romilda. He's a bit shy and has poorer hearing than his wife.

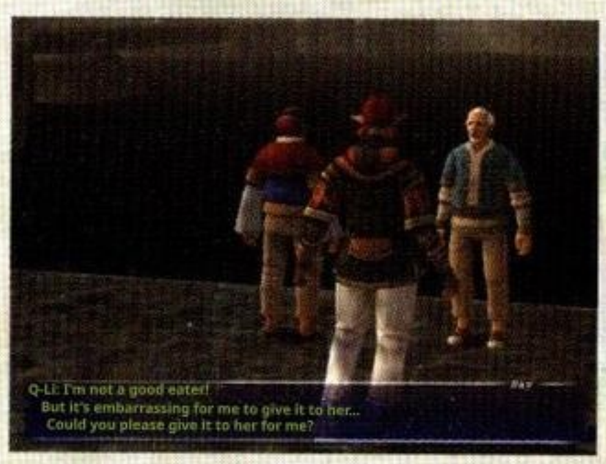
Romilda

A grandmother who supports her husband, Quiji. She cherishes the memory of her husband's proposal.

Bastok Q39: "Until we both grow gray hair together"

Client: Quiji

At Quij's request, the Adventurer prepares a Brass Hairpin as a gift for his wife, Romilda. Then, instead of the shy Quij, the Adventurer handed the hair ornament to Romilda, and she thanked the Adventurer for the gift, not Quij.

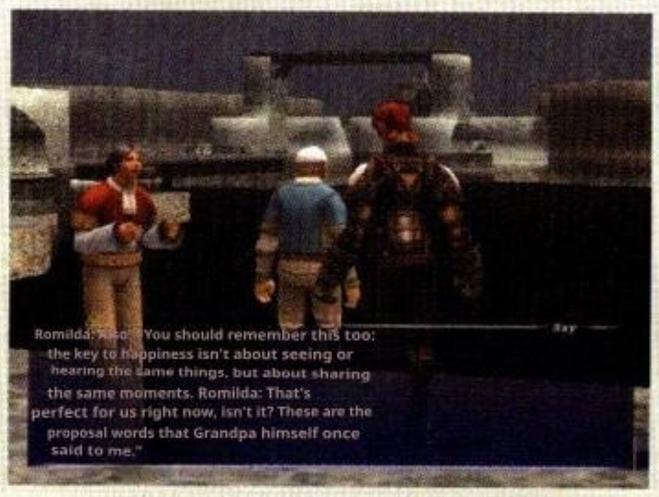


↓ Out of embarrassment, I'll offer a gift. I'll have the adventurer give it to her, but...

Bastok Q40: "The Measure of Happiness"

Client: Romilda

This time, Romilda decides to give Quij a gift herself and asks the Adventurer to bring her a pair of Cotton Gloves. Quijz, upon seeing the Adventurer hand the gloves to Romilda, mistakenly believes Romilda has received a gift and becomes jealous of the Adventurer. Romilda quickly clears up the misunderstanding and presents the Cotton Gloves to Quij.



↑ **After giving the gift, Romilda tells the Adventurer the words her husband used to propose.**

Gifts from an elderly couple — *Fin*

Check Romilda's acting

Romilda acts as if she mistakenly thought the Brass Hairpin was a gift from the Adventurer, but this is all part of her performance. After the Quest ends, when you talk to Romilda, you learn that she was teasing Quij and deliberately misidentified the giver. Incidentally, while Quijz himself doesn't seem to remember, it appears he's already gifted Romilda with the Brass Hairpin numerous times.

Check the relationship between Quij and the Adventurer

Upon completing Bastok Q39, "Until We Both Have Gray Hair," you'll earn the title "Quizz's Friend" as a token of your help in delivering gifts. However, upon completing Bastok Q40 "The Measure of Happiness," you become "Quizz's Rival," a title that contrasts with your previous one, as you have become an enemy to Quizz.

Bastok Q41 "Parting"

Client: Evi

Character

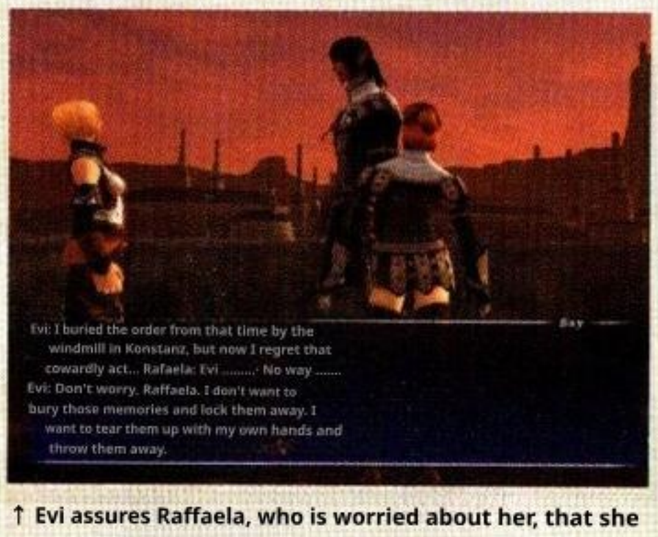
Evi

A former San d'Orian knight who abandoned her mission and moved to live in Bastok.

Raffaela

A woman who worries that Evi might return to San d'Oria.

Evi, a former knight of San d'Oria, is exhausted from the daily grind of battle. She abandoned her duties and ended up in Bastok. He tears up the letter of command he buried in the Konschtat Highlands and says he wants to make a clean break with the past. At Evi's request, the Adventurer visits the Konschtat Highlands, finds the buried command letter, and promptly delivers it to Evi.



↑ **Evi assures Raffaela, who is worried about her, that she has no lingering attachment to San d'Oria.**

Check "Crumpled Orders"

It appears to be from San d'Orian, but it's so worn and tattered that it's no longer readable.

The order document that Evi buried beside a windmill in the Konschtat Highlands. The paper has deteriorated to the point where the instructions are unreadable, indicating that a considerable amount of time has passed since it was buried.

↑ **An Adventurer walks among the windmills in the Konschtat Highlands and discovers a set of orders.**

Continuous Quest: Bastok Q42 ▶ Bastok Q43 ▷ Bastok Q44 Bastok Q45

Until the day we meet again

Carmelo and Dalia met by the river in Gustavberg, but a chance event led them to part ways. However, Carmelo still couldn't let go of his feelings for Dalia.

Character

Carmelo
A bard in a tavern. He sends a letter, thinking of Dalia, with whom he parted ways.

Dalia,
the woman who went to see Carmelo. She excels in swordsmanship.

Gravaere, the man who travels with Dalia. He confessed his love to Dalia, but?

Agapito
A man who enjoys drinking, who says he recently heard a strange story.

Bastok Q42: "A Ship Bound for the Skies of Ifrit"

Client: Agapito

The words Agapeet overheard in the tavern: "On a Full Moon night, birds will keep delivering letters to the ship flying toward the sky of Ifrit." At Agapito's request to investigate the meaning of these words, the Adventurer boards an Airship and discovers a letter. It seems to be a love letter written by someone named Carmelo, but...?

↑ Agapeet is disappointed to learn that the words refer to nothing more than a love letter.

Bastok Q43 "Capriccio: Love That Ends on the Glacier"

Client: Carmelo

Related: Bastok Q03 "Tears of the Siren" (→P.251)

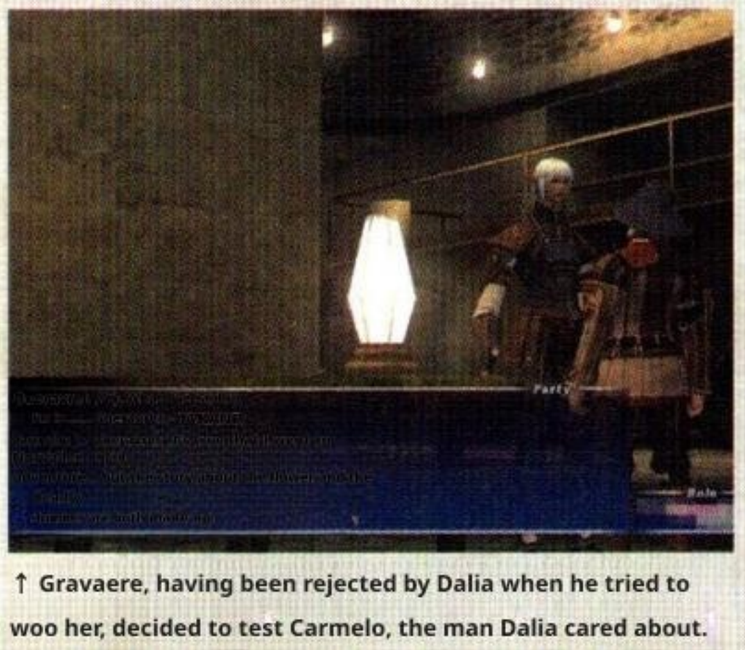
Bard Carmelo looks at the letter the Adventurer holds and reveals that it is a letter he wrote to his former lover, Dalia. At the request of the man who had resolved to cut off his feelings for his lover, the Adventurer sank the score of a song dedicated to Dalia into the "Mirror Pond." When the Adventurer visits the pond, he runs into Dalia by chance and learns from her why she broke up with Carmelo.

↑ Dalia said she feared that Carmelo would become so consumed by love that he would stop moving forward.

Bastok Q44: "The Deadly Disease"

Client: Carmelo

One day, while Carmelo was traveling with Dalia as part of his Party, Gravaere told him, "Dalia has fallen into a deathly slumber." To save her, Carmelo enlists the help of an Adventurer to complete the phantom Song, "Liberty Song." Seeing this, Gravaere reveals the truth behind the current incident to Carmelo.



↑ Gravaere, having been rejected by Dalia when he tried to woo her, decided to test Carmelo, the man Dalia cared about.

Next Page

Check "The letter delivered by the bird"

"Does your heart still yearn for the skies of Ifrit? Leaving me, who can't even flap my wings..."
Carmelo

A letter the Bard Carmelo has sent by bird, hoping it will reach his former love, Dalia. "Ifrit's sky" refers to the northwest, where the constellation Ifrit appears at night. Carmelo had once promised Dalia that they would board an Airship bound for San d'Oria from Jeuno, heading northwest toward the Northlands. Therefore, Carmelo, thinking that Dalia might set off for the North alone, sent a letter to that Airship on Full Moon nights.

Check: Reason for parting

Carmelo, having promised Dalia a journey to the North, sold everything—even the Siren's Tears that had brought them together—to fund their trip. Witnessing this, Dalia left Carmelo, fearing that he would sacrifice everything for her and halt the passage of time for himself. Upon learning of Dalia's thoughts, Carmelo begins to reexamine his way of life.

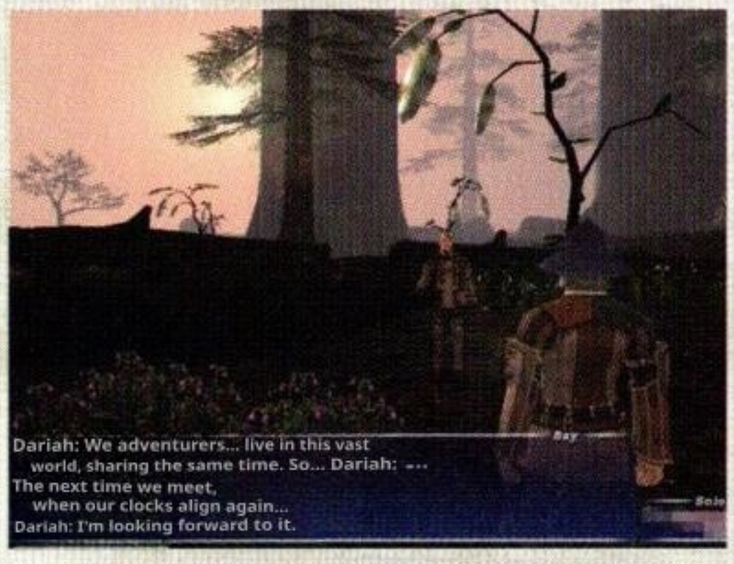
Check Liberty Song

The Liberty Song that Carmelo completes is a legendary song said to be "a song to invoke the blessings of the ancient gods." To complete this Song, you must gather three scores—"The Ancient Score," "The Ephemeral Score," and "The Shimmering Score"—then translate the ancient language written in them and readjust the melody.

Bastok Q45: "Lovers at Dusk"

Client: Carmelo

An Adventurer was asked to bury the completed score of the Liberty Song deep within the Sanctuary of Zi'Tah. Before burying the score, Carmelo was singing the Liberty Song when Dalia appeared. After speaking for the first time in years and reaffirming their feelings for each other, they parted ways, choosing to look toward the future rather than dwell on the past.

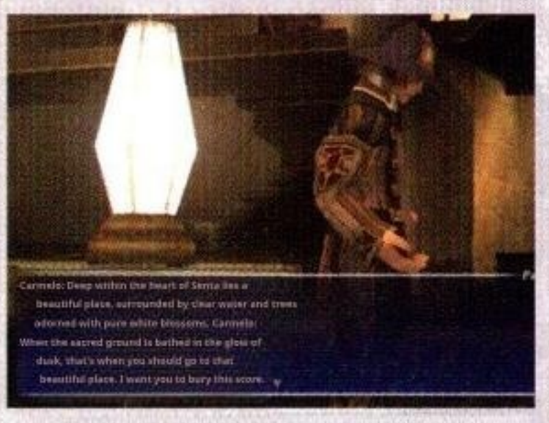


↑ Carmelo and Dalia choose to live separate lives for now, with the hope of meeting again someday.

Until the day we meet again *Fin*

Check: The Seal of the Legendary Song

Having completed the Liberty Song but ultimately never using it, Carmelo resolves to seal the Liberty Song until the day someone needs it. He chooses the remote area of the Sanctuary of Zi'Tah, which he once visited with Dalia, as the place to seal it.



↑ Carmelo asks that the score be buried "when the sacred land is bathed in the light of dusk."

Bastok Q46: "The Terror of the Airship"

Client: Kurando

Character

Kurando

A man standing beside the Airship Travel Agency, visibly frightened by the Airship. He wants to convey the terror of the Airship to the townspeople.

The monster of Rolanberry Fields, which is said to appear when an Airship passes by. To spread the terror of the Airship that creates monsters, Kurando asks Adventurers to obtain items the monsters carry.

↑ The Adventurer who defeated the Crawler monster in Rolanberry Fields brings back silkworm eggs.

Check: Kurando's transformation

Until he receives silkworm eggs from the Adventurer, Kurando remains convinced that the Airship is a terrifying thing. However, after eating the silkworm eggs, his perspective shifted completely. From then on, he comes to see the Airship as a convenient means of transport that brings him delicious food.

↑ Is the day near when the monster of Rolanberry Fields will set its sights on gourmets?

Bastok Q47 "Fist of the Ferocious Beast"

Client: Poshion

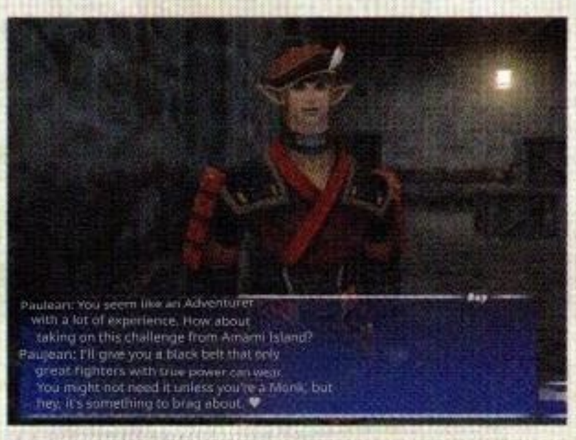
Jeuno Q52 "You've got skill!" (→P.316)

Character

Poshion

A member of the Tenshodo Bastok branch. Adventurers with a certain level of experience face a trial from Tenshodo.

Poshion instructs the Adventurer to bring two types of giant ram horns, calling it a trial from Tenshodo. He hands a purple belt to the Adventurer who has completed the task.



↑ It is said that the purple belt is a special belt that only fighters with true power can wear.

Bastok Q48: The Unrelenting Fist

Client: Ogubii

Character

Oggbi

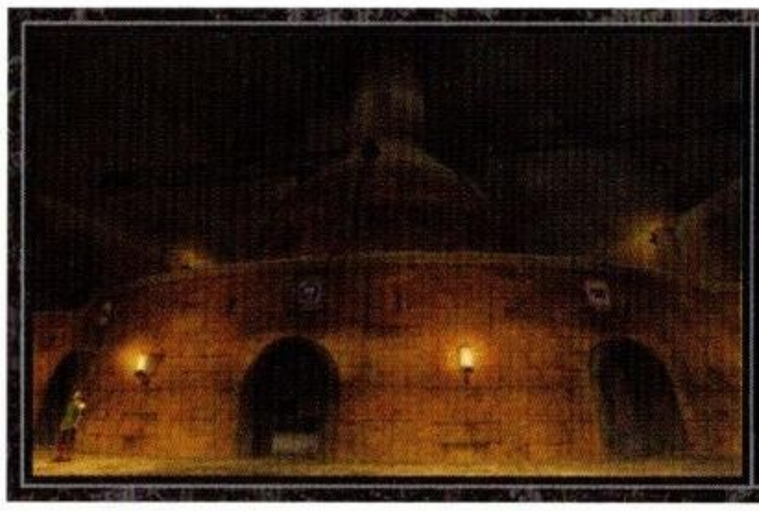
An aged and esteemed martial artist. It's said that he has a technique he hasn't taught anyone yet...?

To hone their combat skills, the seasoned fighter Oggbi presents challenges to Adventurers, pushing them to test their limits. Adventurers who successfully overcome the trials receive the secret technique, Dream Asura, from Oggbi.

↑ Oggbi says he always regretted not having taught the Dream Asura Fist to anyone.

Check: Oggbi's apprentice

When granting the Dream Asura Fist to the Adventurer, Oggbi says, "I didn't even give it to that Jumping Back." This "Rebound" refers to Cornelia, a former apprentice of Oggbi's who died while serving on the Northern Expeditionary Force. The story of Oggbi and Cornelia unfolds in a series of Quests from Bastok 072: "The Wandering Spirit" (→P.392).



QUEST STORY GUIDE

Metalworks

The Republic of Bastok

Bastok Q49: "Dark Techniques"

Client: Mighty Fist

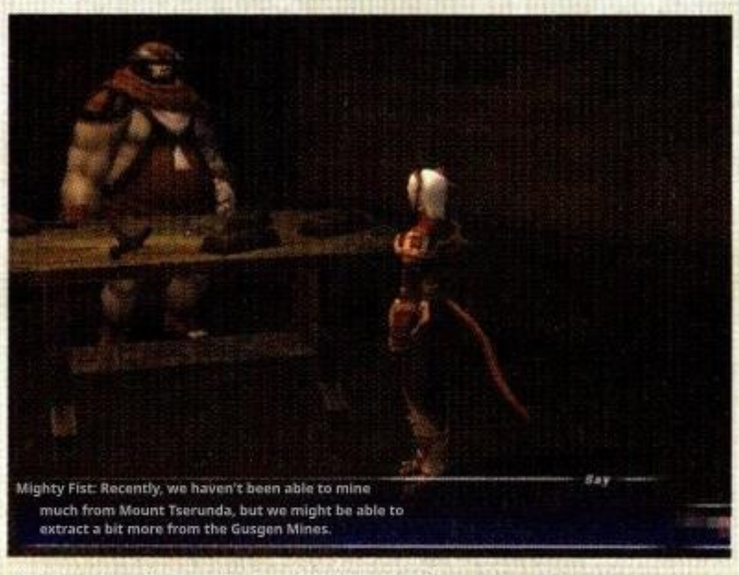
Related: Bastok Q47 "Legacy of Darkness" (→P.403)

Character

Mighty Fist

A craftsman who works at the Black Iron Workshop. He is currently struggling to secure enough Darksteel Ore, which has become scarce.

Mighty Fist, having determined that the Adventurer is trustworthy, asks them to procure the Darksteel Ore used in the workshop. Mighty Fist purchases the Darksteel Ore that the Adventurer brings back for cash on the spot.



↑ To obtain Darksteel Ore, Mighty Fist recommends Adventurers mine it from the mine.

Check: What is Darksteel Ore?

The Darksteel Ore that Mighty Fist seeks is a superior ore used in Garka Smithing. As Mighty Fist mentions, it can be mined in various locations, including Zeruhn Mines and Gusgen Mines. However, its yield is low, making it one of the more valuable ores found in Vana'diel.

↑ The yield of Darksteel Ore is higher in Gusgen Mines than in Zeruhn Mines.

Bastok Q50 "The Unruly Machine"

Client: Unlucky Rat

Character

Unlucky Rat

Gulca works diligently in the Cermet Refining Room. He's worried because the machine isn't working properly.

Unlucky Rat asks for something that can be used as a lubricant to fix the malfunctioning machine used for refining Cermet. The Adventurer obtains Slime Oil from a Slime Monster and hands it to him.

↑ Unlucky Rat provides the Adventurer with information about a Monster that's as slippery as lubricant.

Check Galkan Sausage

When Adventurers cook food, they typically use Crystal Synthesis. However, Galkan Sausage is a rare dish that can be made without Crystal Synthesis. The preparation method is unique: mutton is placed over a Goblin campfire in the mountains of South Gustaberg and roasted for a full day. This cooking method seems to have been passed down among the Galka for a long time.

↑ Cooking it takes a long time, but the flavor is said to be exquisite.

Bastok Q51 "Smoke on the Mountain"

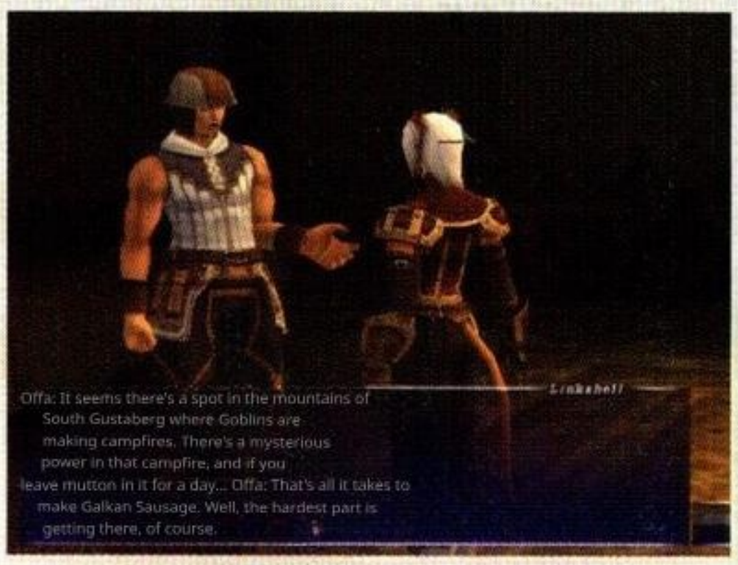
Client: Hungry Wolf

Character

Hungry Wolf

Garka, a glutton with a weakness for tasty food. Lately, he's been absolutely smitten with Galkan Sausage.

Hungry Wolf says he really wants to try the Galkan Sausage that his colleague Offa was talking about. To fulfill his wish, the Adventurer prepares a superb Galkan Sausage.



↑ The Adventurer, who is resting at his home in the commercial district, learns how to make Galkan Sausage from Offa and begins cooking.

Bastok Q52: Light Dancing on the Dunes

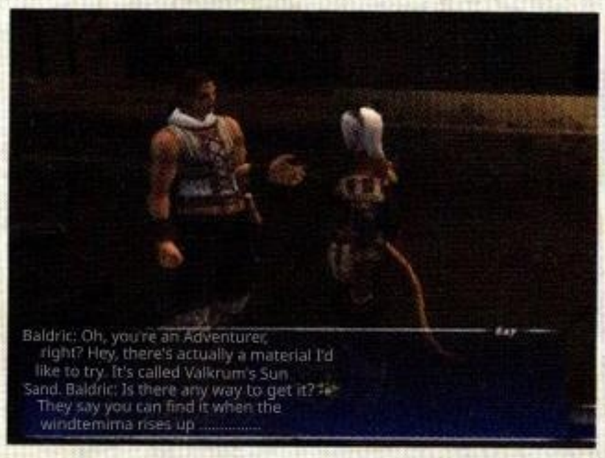
Dependent: Baldric

Character

Baldric

A man who works at the Black Iron Workshop. He is focusing on Valkurm Sun Sand as a new material for use in the workshop.

The gold found in the Valkurm Dunes, Valkurm Sun Sand. At Baldric's request, the Adventurer collects it.



According to the story, the sun sand is a sand smoke They say you can find it when it's dancing. ↓

Bastok Q53 "Gustaberg Travel Guide"

Client: Isabelle

Related: Frontier Q02 "Khuftal Travel Guide" (→P.343)

Character

Isabelle

A woman who is planning a new sightseeing tour aimed at novice Adventurers.

Hunting Bear

Isabelle's partner. He waits near the Sleeping Dragon Waterfall for the tour guide.

At the request of Isabelle, who had planned a sightseeing tour with the Dragon's Lair Falls as the destination, the Adventurer agreed to serve as the tour guide. Upon arriving by the Sleeping Dragon Waterfall, the Adventurer shares their thoughts on the tour with Hunting Bear and receives a reward from him.

needed to make the tour a reality. is complete, a paid tour... The preparations Isabelle says she wants to do it. Once the review

Bastok Q54 "Rainy Smoke Beadeaux"

Client: High Bear

Character

High Bear

A researcher studying the environmental impact of the mining industry. He is also interested in the environment of Bedu, the base of the Quadav people.

High Bear heard that the environment in Beadeaux is being polluted by Quadav's activities. He asks the Adventurer to bring some contaminated local soil for research purposes. The Adventurer collects soil from the ground.

↑ **Beadeaux, contaminated by Quadav waste**

Bastok Q55 "Seven meticulous tricks"

Client: Salim

Related: Other Q38 "A Sincere Warning" (→P.332)

Character

Luto Mewrilah

The skilled master thief Mithra. He's after the wealth Salim has amassed.

Mnejing

Luto's partner and a master of disguise. Lends various tools to Adventurers.

Salim

The administrator of Metalworks. He secretly receives Wairo from merchants.

Salim, a bureaucrat at Metalworks, had hidden the wyll he had received in a secret location. The Adventurer, having learned of Salim's wrongdoings from the master thieves Ruto and Mnejing, decides to team up with them to steal the Wyll.

↑ The adventurers deftly evade the guard's notice and successfully uncover Salim's Wyll.

Check Isabelle's Tour

The concept behind Isabelle's tour is to show new Adventurers scenery they've never seen before. Therefore, Adventurers take on the role of rookies and form a Party of six with low-level Jobs to participate in the tour.

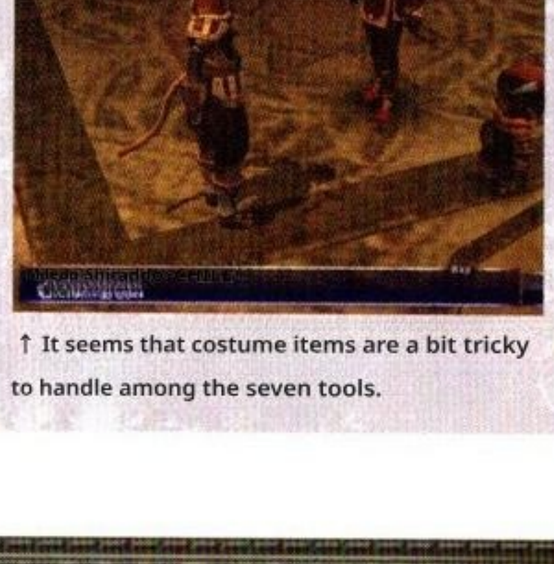
Upon reaching the Sleeping Dragon Waterfall, the Adventurer is asked by Hunting Bear about their impressions of the tour. If they say it was easy, the issue of "there's little point in paying for the tour" becomes apparent. If they say it was difficult, the issue of "no one wants to go through the trouble of joining the tour" surfaces. In the end, Isabelle's tour concept never sees the light of day.

Check: The Phantom Thief's Seven Tools

Salim's Wyll is concealed by a special mechanism next to the goddess statue, and the Adventurers press switches throughout Metalworks to deactivate it. The Thief's Seven Tools, provided by Mnejing, come in handy during this process. A wide array of tools, such as the Scope and the Trap, prove useful in various situations—whether you're seeking clues to disarm a mechanism or need to fend off a switch guard. However, of the seven tools, only the disguise items cannot be used until you have mastered all the other tools and have seen the episode related to the disguise items in Jeuno Q32, "The Chameleon's Trick" (→P.309).

◆ List of the Phantom Thief's Seven Tools

- Scope
- Poet's Lyre
- Watchman's ID
- Trap
- Amulet
- Pocket watch
- Costume items



↑ **It seems that costume items are a bit tricky to handle among the seven tools.**

Bastok Q56: "The Warmth of True Feeling"

Fergus

Character

Eileen

Chef at the Artisan Restaurant. She carries bitter memories from the past.

Aneliese

A cook who knows Eileen's story well and has always been concerned about her.

Leonard

An apprentice chef at the cafeteria. He constantly provokes Eileen's anger.

Fergus

A diner patron. He always observes the chefs' conflicts from a distance.

Fergus, a diner patron, was concerned about Leonard, who was always the target of Eileen's anger. According to Aneliese, Eileen's irritation seems to stem from the sudden disappearance of her best friend Karla during the Great War. The Adventurer, having traveled to the Vana'diel Past and learned what became of Karla, shares the news with Eileen.

↑ **Upon learning the truth about the past, Eileen reflects on her actions as a cook.**

Check Karla's whereabouts

Karla vanished without a word, hurting her best friend Eileen. According to the inhabitants of Vana'diel Past, Karla was supposed to be taken to the village of Lannefeld near Bastok. However, on her way to the village, she was attacked by Quadav soldiers, and her whereabouts became unknown. When the Adventurer begins to explain the sequence of events to Eileen, he starts by handing her the red pot holder Karla had prepared for her. However, the pot holder is in the hands of a Quadav soldier from the Vana'diel Past. In other words, it's highly likely that Karla was killed by a Kudaf soldier and is no longer with us.

Quest series: Bastok Q57 and Bastok Q58

The Workshop Manager and the Tavern Mistress

As Bastok's leading engineer, Cid is fully committed to his daily research and development. Because of a mistake he made in the past, he had always been concerned about Hilda, who worked at the tavern.

Character

Cid

The head of Metalworks. He also previously served as the director of the Gunpowder Research Institute.

Hilda

The proprietress who runs the tavern in place of her late husband.

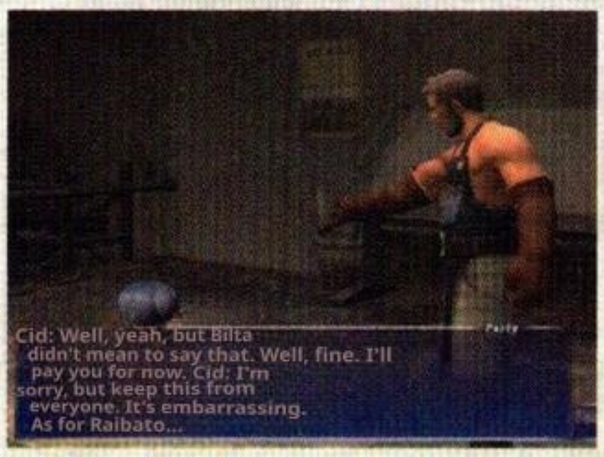
Raibato

A taciturn engineer who assists Cid in the laboratory.

Bastok Q57: "The Workshop Manager's Secret"

Client: Cid

An Adventurer who was asked by Cid to help Hilda at the tavern if she needed anything. After listening to Hilda and taking the fruit she had requested for her customers, she begins to explain that her late husband died due to an explosion caused by the gunpowder Cid had made.



Distressed by a past unfortunate incident So, Cid takes care of Hilda. ↓

Check: Hilda and Raibato

Hilda's husband, who had previously worked in the Mining Development Department at Metalworks, used funds earned from his involvement in the development of Palborough Mines to open a tavern in the harbor. It seems that Hilda's husband had received a great deal of help from Cid, who was his senior at the workshop, and he held Cid in high regard. Despite understanding her husband's feelings, Hilda no longer harbors hatred for Cid and is now dedicated to protecting the tavern her husband left behind.

On the other hand, Raibato, who had been a contemporary of Hilda's husband at the workshop, harbored a strong resentment toward Cid, who had indirectly taken Hilda's husband's life. However, while serving as Cid's assistant, he was drawn to Cid's character. This led him to understand Cid as a genius and to consider preserving his techniques for future generations.

Bastok Q58 "Regular Customer"

Client: Hilda

At Hilda's request, the Adventurer agreed to deliver an invitation to the customer from the other day. A regular at the tavern—Cid's assistant Raibato—explains that Hilda's late husband was his bad friend, and that he became Cid's assistant to find out who caused his death.

↓ There's still a long way to go before I know Cid. Raibato says he needs more time.

The Workshop Foreman and the Tavern Mistress

Fin

Continuous Quest: Bastok Q59, Bastok Q60, Bastok Q61

Development of a new Airship

The Jeuno government holds a monopoly on the management and operation of Airships, thereby dominating the skies. To counter this, Cid begins new research—developing a new type of Airship.

Character

Raibato

An engineer involved in the development of Cid's Airship. Cid asks Adventurers to procure the materials needed to build the Airship.

The foremost authority in airship development. He obtains a discarded Airship and begins to modify it.

Bastok Q59: "Aiming for the Beautiful Sky"

Client: Raibato

Feeling a sense of urgency as Jeuno sought dominance in the skies, Cid was secretly developing a new type of Airship. When Raibato tells the Adventurer that there aren't enough materials for development, the Adventurer procures Galadayachik.

● gathered a large quantity of materials.
materials. To avoid drawing attention, Sid
The Adventurer sets out to find the

Bastok Q60 "The power to soar."

Client: Raibato

The Adventurer heard that Jeuno had captured the person who obtained the new altimeter needed to develop the Airship. The Adventurer, having learned the location of the new altimeter from the individual who was being punished in Delkfutt's Tower, delivers the altimeter safely to Raibato.

● According to the person who was in the tower.
And the new altimeter is Jeunoan
It seems to be hidden in a streetlight.

Bastok Q61 "To My Godchild"

Client: Raibato

Required: Promathia 5-1 "The Unceasing Clang of Swords" (→P.162)

An Adventurer has discovered the ore ordynite needed to create the semi-permanent engine for the Airship, and the new Airship is finally nearing completion. Cid asks the Adventurer who has been helping with the development to choose a name for the new Airship.

● in developing the new Airship
Cid's final concern is the Airship
It was about naming the airship.

Development of a new Airship *Fin*

Bastok Q62 "Speculation Circulating the Circuit"

Client: Cid

Related: Promathia 6-4 "Fear Me" (→P.169)

Character

Cid

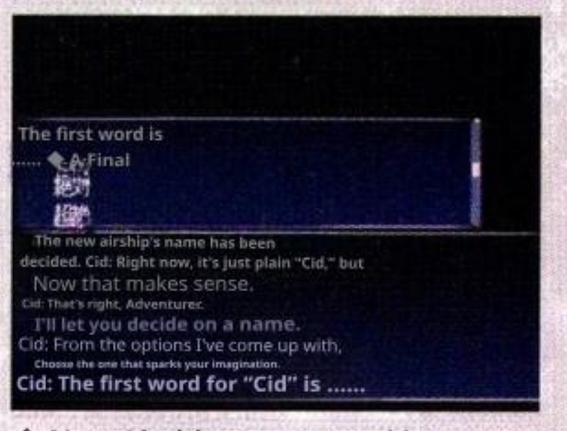
An engineer who is well-versed not only in airships but also in weaponry. He collects chips found in the Pso'Xja ruins and analyzes them.

An Adventurer who heard that Cid was collecting chips found in the Pso'Xja ruins. After receiving the chip from the Adventurer, Cid analyzes it and provides the Adventurer with the resulting medicine.

↑ Cid needs three types of chips: a carmine chip, a cyan chip, and a gray chip.

Check the name of the new Airship

The Airship developed by Cid plays a key role as the vessel carrying Adventurers in the story of "Chains of Promathia" (→P.142). The Airship's name is usually "Cid," but if you name it in this Quest beforehand, it will appear with that name in "Chains of Promathia" as well.



↑ New Airships are named by combining multiple words. Each word you can choose is unique.

Check CCB Polymer Agent

The chips found at the Pso'Xja ruins contain information about an unknown weapon. In preparation for the weapon's deployment, Cid creates a chemical called CCB polymer to weaken it. This substance causes the weapon's bodily fluids to solidify, making it useful when fighting weapons like Omega and Artema in Promathia 6-4 "Fear Me" (→ P. 169).

↑ Omega and Artema are powerful bioweapons created using ancient technology.

Bastok Q63: "A Bullet Aimed at Tomorrow"

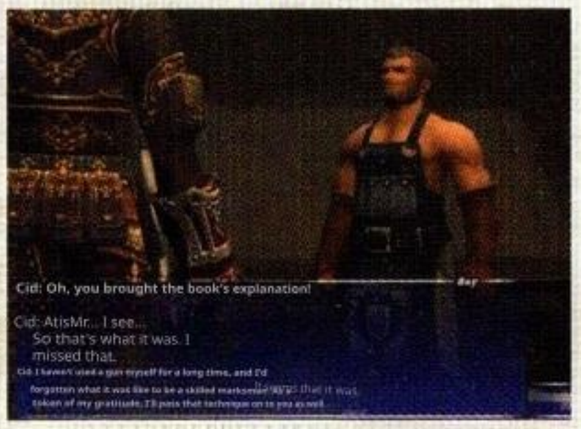
Client: Cid

Character

Cid

The head of Metalworks, who conducts various research and development projects in the workshop's laboratory. It seems that he once took up arms and fought in battle.

Cid asks an Adventurer who is skilled with firearms to test guns and search for books on marksmanship. After deciphering the book, Cid teaches the Adventurer the marksmanship technique Detonator.



↑ After reading a book brought back by an Adventurer, Cid comes up with a new technique for using a gun.

Bastok Q64: "The Struggle with Its Weight"

Client: Iron Eater

Character

Iron Eater

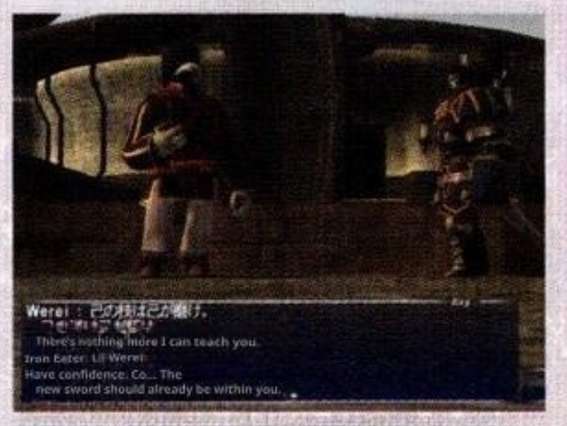
The formidable Garka, ranked No. 3 among the Mythril Musketeers. He excels at wielding the Great Axe.

Iron Eater challenges Adventurers who follow the path of the Great Axe with trials he once overcame himself. Upon completing the trial, the Adventurer would master a new skill: Steel Cyclone.

↑ After the Adventurer completes the trial, Iron Eater shares the story of how he came to use the Great Axe.

Check: Switching to the Great Axe

Iron Eater initially trained with a sword under his master, Werei, rather than a Great Axe. However, one day, Werei hands Iron Eater a Great Axe and instructs him to master its use. According to Werei, Iron Eater has a tendency to quickly solidify his fighting style, which limits his potential for growth. To correct that tendency, Werei showed Iron Eater the path of the Great Axe.



↑ Iron Eater, who has awakened to his true power, is still struggling with a Weapon he is not yet familiar with.

Bastok Quest Series Q65 ▸Bastok Q66 Bastok Q67

The underground city of Movalpolos appears

Movalpolos, the underground city of Moblin, has appeared in North Gustaberg. Faced with this presence that threatens Bastok, Mithril Musketeer Ayame takes a variety of measures.

Character

Ayame

No. 4 of the Mythril Musketeers. She senses a looming crisis from Mubal Polos.

Raborara

A researcher affiliated with the Windurstian Rhinostery. Lends support to Ayame.

Jabbos

A mysterious Galka who lives in Movalpolos with the Moblins.

Pavke

Garka, a former miner. Knows a lot about Movalpolos.

A monk from Virnage, San d'Oria. Interested in the religious beliefs of the Beastmen.

An old Goblin who lives in Muckvix Jeuno. Cooperates with the Adventurer's investigation.

Magriffon

A strategist from Kazham who excels at using his eloquence to manipulate others.

Bastok Q65: "From the Depths of Darkness"

Client: Ayame

Related: Promathia 5-3A-4 "A Long Farewell" (→P.164)

Following the emergence of the underground city of Movalpolos, Ayame decided it was necessary to investigate whether the Beastmen Moblin were hostile toward humans. The Adventurer, introduced to researcher Raborara by Ayame, is asked to seek out rare items in Movalpolos and returns with a variety of items. Among them was an old identification card belonging to a Galka named Pavke.

↑ Upon seeing the identification tag, Pavke recounts the time when Mubalporos appeared 100 years ago.

Check: Events from 100 years ago

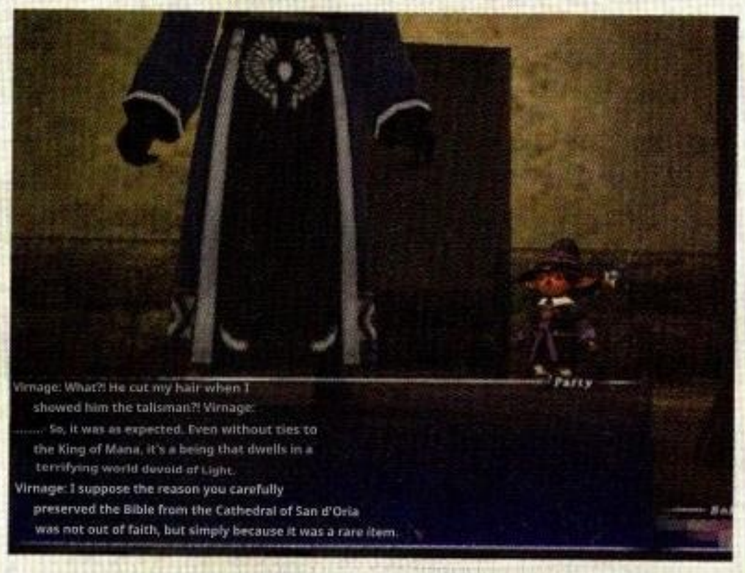
Movalpolos appeared once before, 100 years ago, near Bastok, in the underground city of the Moblin, who travel by digging their way through the earth. According to Pavke, the Moblins initially didn't harm people. However, it seems they started attacking after a Galka named Jabbos failed to negotiate with them.

Next Page

Bastok Q66: "The Holder of the Holy Bible"

Client: Ayame

Virnage, having heard that the Adventurer brought back a Holy Bible of the Goddess Faith among other items, wants Moblin to confirm his devotion to the Goddess of the Dawn. The Adventurer, who took the Goddess of the Dawn's talisman given by him to Movalpolos, incurred Moblin's wrath but was rescued from a predicament by Galka's Jabbos.



↑ Upon receiving the Adventurer's report, Virnage is disheartened to learn that the Moblins view the Goddess of the Dawn as an enemy.

Check "Goddess of the Dawn Amulet"

An amulet modeled after the symbol depicted in the Bible published by the Cathedral of San d'Oria.

It's a talisman featuring the symbol of the Goddess of the Dawn. Virnage gives it to you, saying, "If you show this, the Goddess's love should be conveyed." However, Moblin believes itself to be the "Son of the male god who opposes the Goddess of the Dawn," so any Adventurer carrying this talisman is seen as an enemy. Jabbos usually rescues such Adventurers, but depending on the progress in the "Chains of Promathia" (→P.142), Moblin's Brakobrik may step in instead.

Bastok Q67: "Seek out Movalpolos"

Client: Ayame

After learning what has transpired so far, Ayame asks the Adventurer to meet with Jabbos again and gather information about Movalpolos. With the help of the Jeunoan Muckvix and the Kazham Magriffon, the Adventurer infiltrates deep into Movalpolos, posing as a "Goblin disguised as a human." The Moblin growled, claiming that if they transformed into humans, they could easily kill humans. However, thanks to Magrifon's lie that they were already executing that plan, the Moblin... Jabbos: Moblin, thank you for fighting... Jabbos: f0 .... Fighting humans...–not a good thing..... I tried it... and it didn't go well ..... Jabbos: You ..... really ..... The Mobrins give up their fighting spirit.

They thank Magriffon, who has been restrained. ↓ Jabbos, to the Moblin

Check: Infiltrating the depths of the city

While searching for a way to infiltrate the depths of Movalpolos, the Adventurer is persuaded by Magrifon to purchase a "Lucky Pot" at a high price, which is said to bring happiness simply by possessing it. By having Muckvix fill this pot with "something that smells like a Goblin," the Adventurer carrying it can enter the depths of Movalpolos without being harassed by the Moblin.

Incidentally, after completing this Quest and showing the jar to Raborara, it turns out that the "thing that smells like a Goblin" was actually Goblin droppings.

The underground city of Movalpolos appears **Fin**

Bastok Q68 "The promise of that day"

Client: Ayame

Character

Ayame

A female member of the Mythril Musketeers. She conveys Alois's request to the Adventurer.

Alois

A corrupt politician driven by self-interest. He has recently been receiving threats from an unknown source.

Vilzefilan

A Ninja who once trained alongside Ayame. Has a strong focus on fame.

Naji

A member of the Mithril Musketeers, a contemporary of Ayame. Someone who can't stand to see wrongdoing go unnoticed.

Following Ayame's orders, the Adventurer visits Tenshodo to defeat the person threatening Minister Alois. However, the blackmailer is defeated first by Vilzefilan, who is acting on Alois's orders. Far from showing Vilzefilan any appreciation, Alois expelled him from Metalworks without even paying the promised reward. When Ayame protested his excessive tyranny, Naji appeared. He used the individual who had provided information to the blackmailer, the one ——who exposed the minister's weakness, as a shield to prompt Alois to reflect on his actions.

↓ Adventurer and Vilzefira N was tasked with defeating the threat He was simultaneously undertaking duties.

Ayame, who has known Wilzephilan for a long time, expresses her anger at the minister's tyrannical behavior.

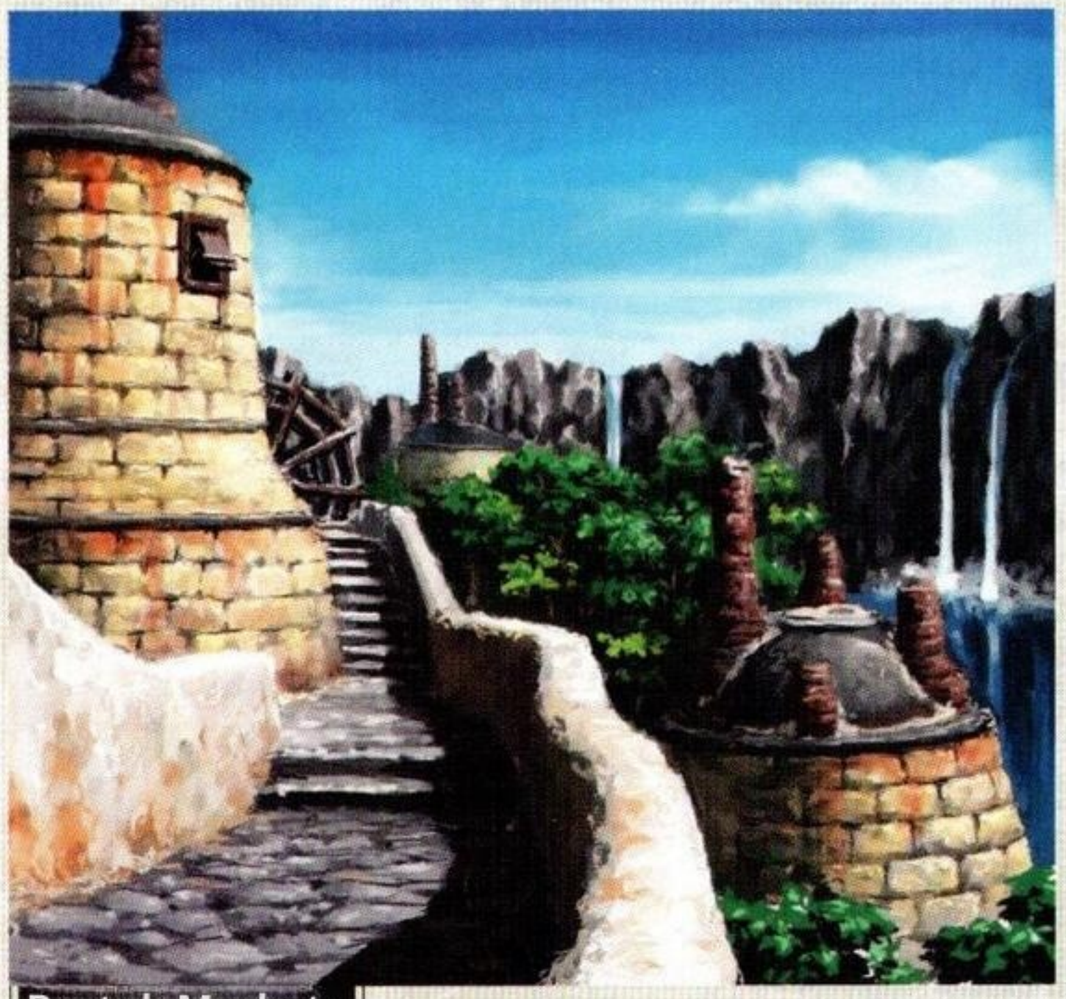
Check: The Promise Made

Ayame and Vilzefilan trained together in Norg and made a promise to help each other in times of need. However, now, a deep divide exists between Ayame, who is flourishing as a Mithril Musketeer, and Vilzefilan, who leads a humble life in the shadows, due to their differing social positions. Alois took advantage of Vilzefilan's vulnerability, as he felt inferior to Ayame, and made up a story about recruiting him to the secret organization Assassin if he succeeded. This was a ploy to get Vilzefilan to defeat the blackmailer. Ayame, aware of his struggles, protests to Alois, but her concerns are brushed aside. Vilzefilan, however, rescues Ayame by handing over Matabe, a man who exploits the minister's weaknesses, to Naji, fulfilling their old promise to "help each other in times of need."

FINAL FANTASY XI ART GALLERY

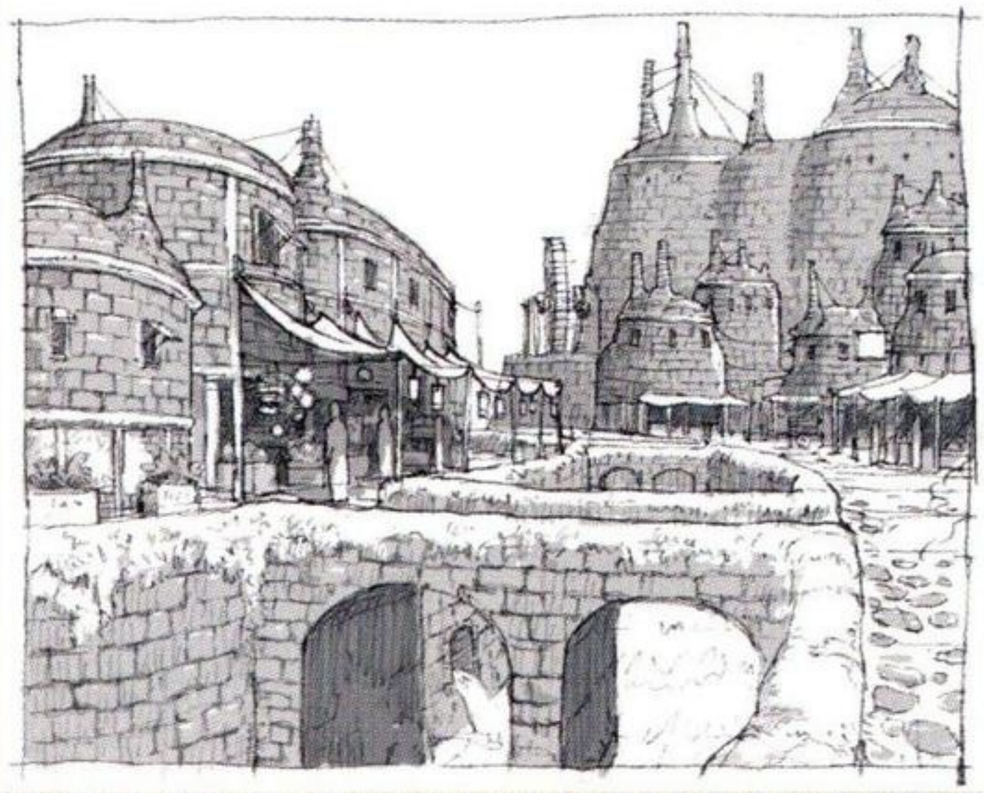
Concept Art Gallery

~Republic of Bastok Edition~

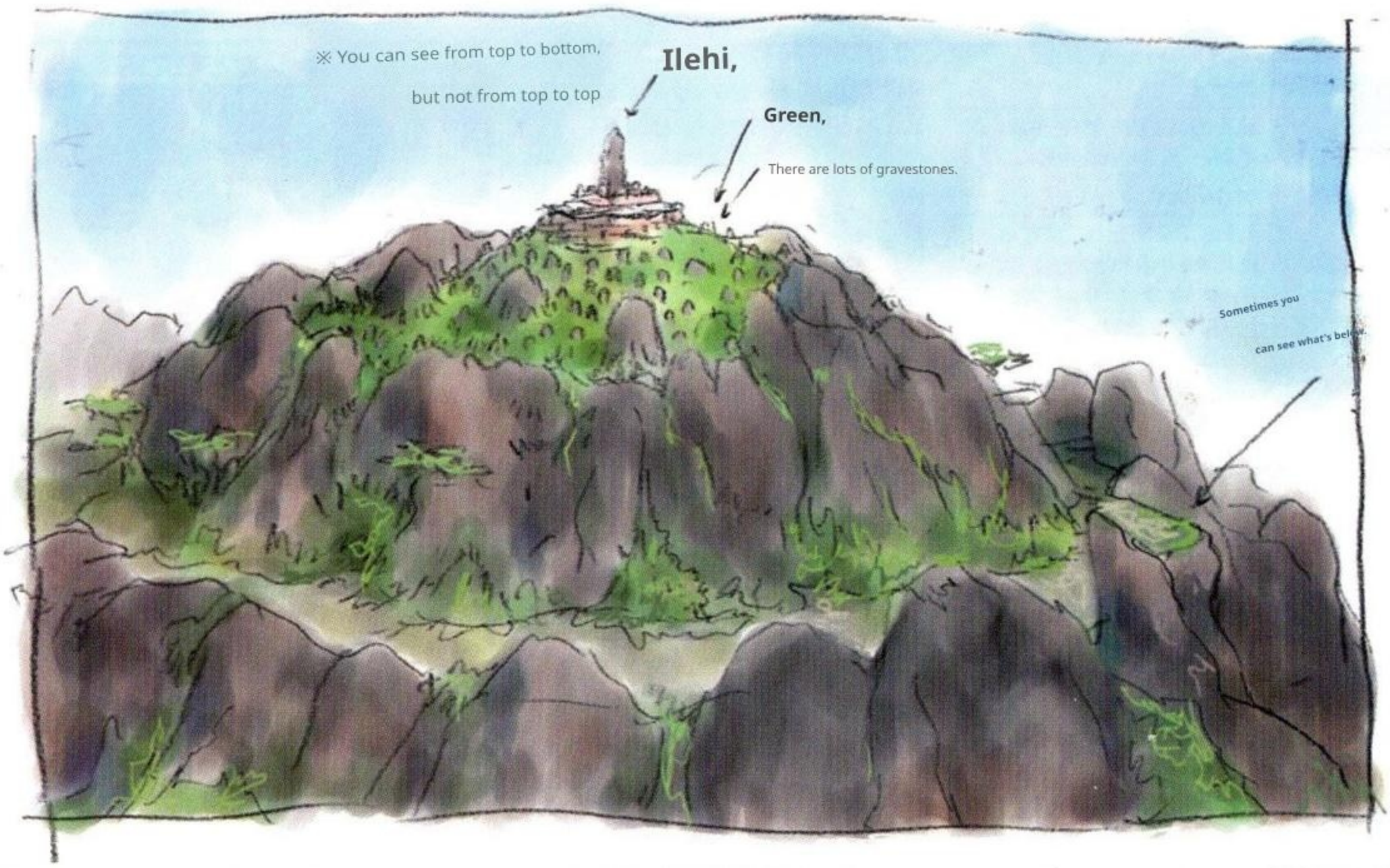


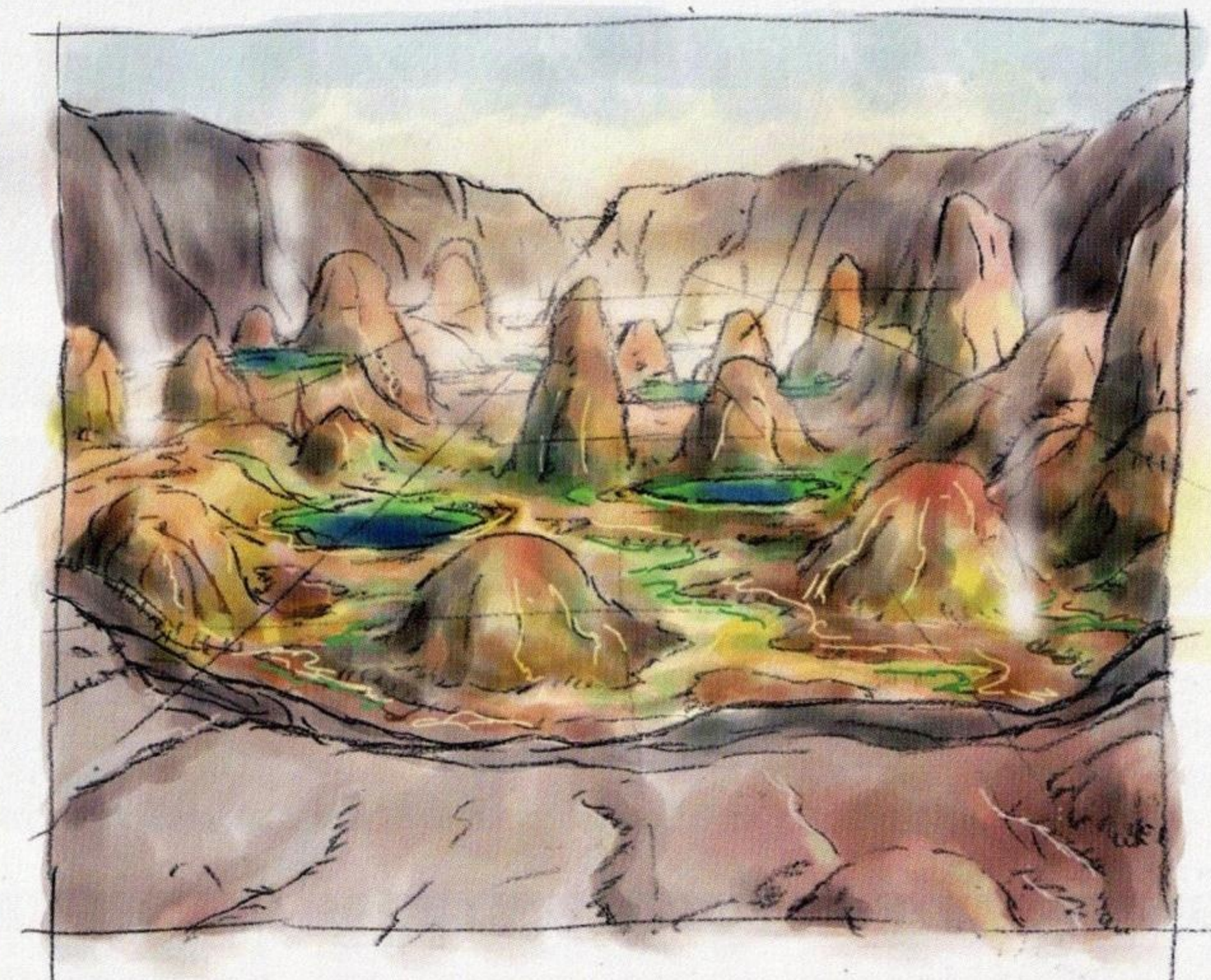
Bastok Markets

Bastok Markets · Golden Lane



The stone monument on the summit of North Gustaberg





South Gustaberg - Dry Valley Entrance

Beadeaux

Quest Story Guide

Federation of Windurst Quests

The Federation of Windurst

There are many Quests that interact with the Mission

Many of the Federation of Windurst's Quests are closely intertwined with the nation's Mission. The story of the Windurst Mission unfolds as you unravel mysteries from the past against a complex backdrop. Side stories from this narrative become Quests, and viewing both the Mission and the Quests deepens your understanding of the story. Furthermore, the Quest's development often changes depending on the Mission's progress. The extended Quest series "Righteous Star Onion Brigade" clearly showcases these characteristics.

← During the Mission, the content often branches out depending on the status of Ajido-Marujido and the Joker.

◆ **Federation of Windurst Quest List**

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11	The type that aims for the top	P. 278
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QUEST STORY GUIDE

Windurst Waters

The Windurst Federation

Continuous Quest: Windurst Q01, Windurst Q02

The hatmaker is very busy

Hats—an essential part of the Tarutaru's fashion. "Baren-Moren Hats," which handcrafts the latest trendy hats, is once again inundated with orders today.

Character

Baren-Moren

A master hatmaker who values quality over appearance. She has a habit of adding "but, you know" at the end of her sentences.

Bondada

An elderly woman at "Baren-Moren Hats." She and Baren-Moren make a great team.

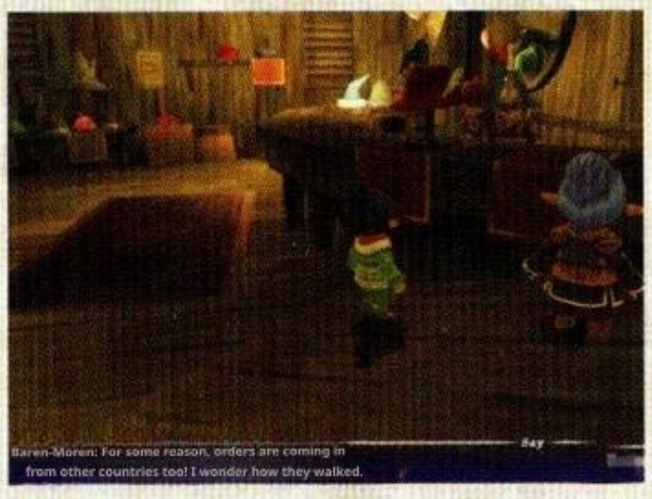
Windurst Q01 "Promotion for the hat shop"

Client: Baren-Moren

Related: Windurst Q51 "Seafaring Hat" (→P.291)

Baren-Moren finished a new hat. At his request, the Adventurer went around Windurst Waters promoting the hats. Thanks to this, the shop receives a flood of orders, and Baren-Moren is pleased.

↑ I decided to take the new hat and show it to the people of Mizunoku. Reactions vary from person to person.



← If the promotion goes well, hat orders will pour in from other countries, and Baren-Moren will let out a joyful cry.

Windurst Q02: "A Lady's Wish"

Client: Baren-Moren

Baren-Moren received an order for a luxurious ladies' hat from a certain woman. Although he was initially reluctant, Bondada's words —"Baren-Moren doesn't understand the meaning of 'luxurious'"—spurred him on, and he had an Adventurer procure the large bird feathers needed as materials.

"Baren-Moren, looking back at Bondada, He sets to work crafting a luxurious hat.

Check People who respond favorably

Those who were shown the hat shared the following impressions:

- Honoi-Gomoi: "...Hey, wait a minute! Hey, hey, I said wait a minute! That hat you have must be the hatter's latest creation, right?! What?!
- Kyu-Merome: "... Mmmm... mmm... mmm! That hat is a mysterious hat! That's absolutely a scoop. Thanks! I've got one article for today."
- Tosuka-Porika: "... Hmmm?! That hat doesn't suit you. Hmmm... But I think it would look good on me..."
- Kreis: "...Where did you buy that hat? Oh, it's a new release from the hat shop. I don't usually like Tarutaru hats, but maybe I'll buy one too."
- Pechiru-Mashiru: "That hat you have... it might just be...! It's the new release from the hat shop, isn't it? That's awesome...!"
- Machitata: "...What's ..... that? What's that hat!? Let me see that hat for a second! Hmm, so it's a new item from the hat shop. Maybe it's time to think about a new hat style~"
- Bondada: "Hahahaha. So you're thinking of getting one for me too, eh? Well then, I guess I'll buy one more just in case."

The hatter is very busy *Fin*

Windurst Q03 "Rhapsody by an Artist"

Client: Angelica

Related: Frontier Q13 "Maze of the Gallery" (→P.347)

Character

Angelica

A female painter who claims to have drawn inspiration for a new painting from an Adventurer. She has a somewhat unconventional way of thinking.

Angelica, a painter who asked an Adventurer to model for her, requests that the Adventurer wear clothing that matches her vision.

↑ Despite specifying the attire in great detail however, what she completes is a mysterious abstract painting.

Windurst Q04: "Rarab Tail Inn"

Client: Chamama

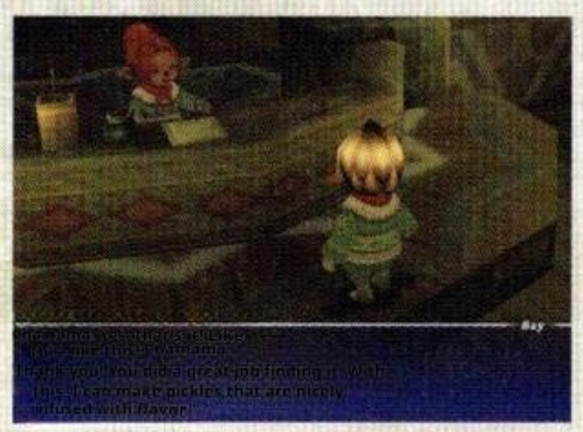
Related: Windurst Q41 "The Birth of a Great Detective?" (→P.288)

Character

Chamama

The innkeeper of the "Rarab Tail Inn." She's incredibly skilled and can make anything.

Chamama was in a quandary because the pickling stone she needed to make the inn's signature "Rarab Tail Pickles" had broken. The Adventurer decided to find a suitable stone for her.



↑ You need a round stone of just the right weight, which can be obtained from a Crawler.

Windurst Q05: "A Restaurant with Music"

Client: Jatan-Paratan

Character

Jatan-Paratan

A talented flutist from the "Music Forest Restaurant." He's been going through a bit of a slump lately.

Ruslan

A Jeunoan Bard. He trained in music with Jatan-Paratan in the past.

Yuri Yaam & Yun Yaam

A parent and child are worried about Jatan-Paratan's well-being.

Yuri-Yam, the restaurant's harpist, was concerned that her co-worker, flutist Jatan-Paratan, seemed unwell. An Adventurer asks Jatan-Paratan and his old friend Ruslan about the situation. Jatan-Paratan says he's rethinking his role as a restaurant performer.

↑ Jatan-Paratan, whose performance was praised by Ruslan, was instead worried that he might be overshadowing the restaurant's inherent charm.

Windurst Q06 "Royal Hot Pot"

Client: Maisun

Related: Jeuno Q49 "A Housewife's Commitment" (→P.315)

Character

Maisun

A female cook from the Cooking Guild whose motto is "To enjoy each day, make every meal delicious."

Adventurers can exchange Royal Jelly to receive a special Cooking Guild pot from Chef Maisun.

Royal Jelly is Crowura

A valuable item that can be obtained from the nest of—

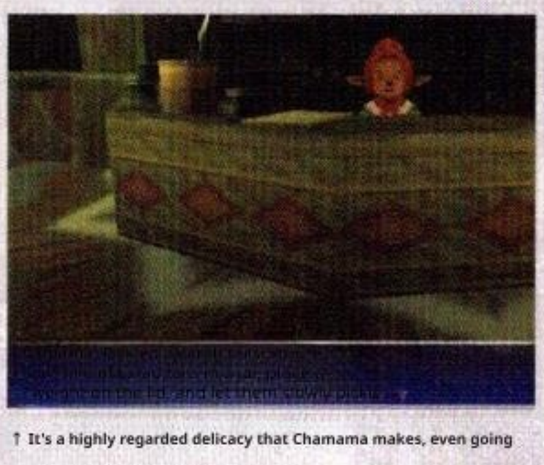
Check Angelica, a woman who lives for art

Angelica is a confident and eccentric woman. This becomes strikingly evident when she refuses to be the Adventurer's model. At that moment, the Adventurer is told, "You don't understand the importance of art. You're worse than a rotten banana!"and is given the dishonorable Title of "Stale Banana." By the way, if you experience Angelica as a model in this Quest, you can commission a painting from her in the other Quest Q12 ■ "Pearl Memories" (→P.324).

↑ The confident Angelica gives her autograph, fully expecting to become famous someday.

Check: Pickled Rarab Tail

Chamama's handmade "Rarab Tail Pickles" are a specialty of the "Rarab Tail Inn." The ingredient, the Rarab Tail, isn't the tail of the rabbit-like Monster "Rarab"... but rather a vegetable that looks similar to it, resembling bean sprouts. In the continuous Quest "Righteous Star Onion Brigade," obtaining this is a condition for Adventurers to join the group (→P.287).



↑ It's a highly regarded delicacy that Chamama makes, even going so far as to select the pickling stone.

Check: Those who want a pot

Wings Q06 "Royal Pot" must be completed for the Jeunoan continuous Quest "Kakashi and the Boy" (→P.314). In this quest series, Jeunoan housewife Naruru asks an Adventurer to procure a replacement for her beloved pot, which her son took out of the house, from Windurst.

Windurst Q07 "Flower and Asura"

Client: Moari-Kaori

Related: Windurst Q19 "Magic Water" (→P.280)

Character

Moari-Kaori

A young man suffering from lovesickness. He asks an Adventurer to procure flowers for his crush.

Ohbiru-Dohbiru

A researcher at The Rhinostery. He sells flowers intended for research to the general public.

Moari-Kaori wanted to give the woman he loved flowers that matched her image. The Adventurer heads to The Rhinostery to buy flowers on his behalf, but the requested flower, "Talonigika Kutasu," is sold out. So, he decides to gather it from the Tacongi Canyon.

← The requested item is "the rarest and most It's the most mysterious and elegant flower."

Check: Flower Order

When ordering flowers, choose one word each from the following categories to describe their characteristics: "flashy/fragrant/rare," "mysterious/vibrant/beautiful," and "eye-catching/elegant/popular." If you choose the words Moari-Kaori suggests, you'll eventually get a Taron Gigactus. If you choose a different word, you'll receive a different flower. However, even if you give it to Moari-Kaori, you won't be able to complete the Quest. However, even if you take the Taron Gigactus, Moari-Kaori misses the chance to give it to you, and it ends up withering...

Windurst Quest Series Q08 ▶ Windurst Q09

At the Magic School

Teachers have a tough job

The Aurastery, a Windurstian magic school known for producing elite graduates. However, the quality of the students has declined recently, and the teachers are extremely busy dealing with them every day.

Character

Moreno-Toeno

One of the teachers at the Magic School. She's struggling with a shortage of materials for experiments.

Huepepe

A female teacher at the Magic School. She asks an Adventurer to search for the missing answer sheets.

Chomoro-Kyotoro, a top-tier student. After getting a terrible score on the exam...

Koru-Moru

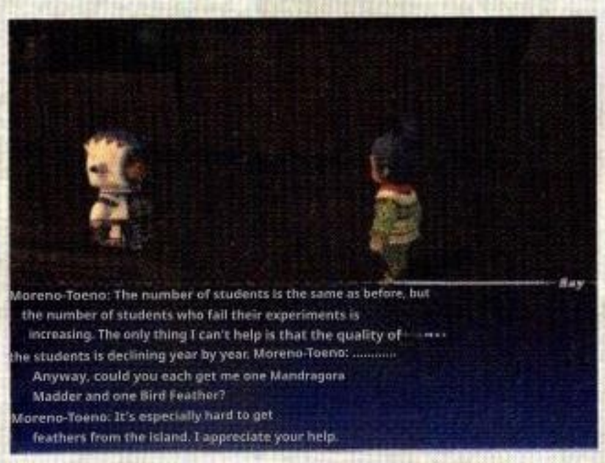
The interim principal of the Magic School. Uncover the truth behind the answer sheet theft.

Windurst Q08 "Request for teaching materials"

Client: Moreno-Toeno

Related: Windurst Q10 "Without Remembering the Dawn" (→ P. 278)

At The Aurastery, there was a shortage of items for class use due to the increasing number of students failing their Magic experiments. At a loss, Moreno-Toeno asks Adventurers to gather "Mandragora Madder" and "Bird Feather" as materials for experiments.

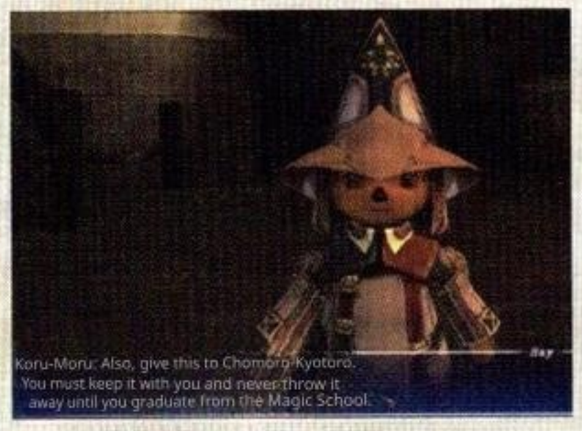


They're always happy, no matter how many times you bring them. ← It seems there's always a shortage of teaching materials.

Windurst Q09 "Mistakes and Errors"

Client: Fuepepe

A bundle of written test answer sheets administered by Fuepepe was stolen. The Adventurer, tasked with the search, finds the answer sheet near a Monster. However, the paper is in a tattered state, making the writing illegible. Upon hearing the story, Koru-Moru used Magic to decipher the answers. At the same time, he identified the perpetrator, but sensing the individual's feelings, he merely gave a quiet warning.



↑ Koru-Moru writes advice on the "culprit's" answer sheet, encouraging him to reflect.

Teachers at the Magic School have a tough job. *Fin*

Check "Borobo answer sheet"

One tattered answer sheet. It's unclear whose answer sheet it is. However, there is a single phrase written in Dr. Koru-Moru's handwriting. "Learn from your mistakes, and reflect on your errors."

The answer sheet ended up in the hands of the Monster and was torn to shreds because Chomoro-Kyotoro, having failed the exam, stole a bundle of answer sheets from the staff room and discarded them. In other words, he made a "mistake" in an attempt to cover up his "error." Koru-Moru doesn't reveal Chomo-Rokyo-Toro's wrongdoing, but instead offers a lesson that only he can understand. It's a kindness unique to Koru-Moru, who has experienced failure himself.

↑ Feeling guilty, Chomo-Ro-Kyo-Toro was deeply moved by Koru-Moru's thoughtfulness.

Windurst Q10: "Unaware of Dawn"

Client: Paku-Naku

Character

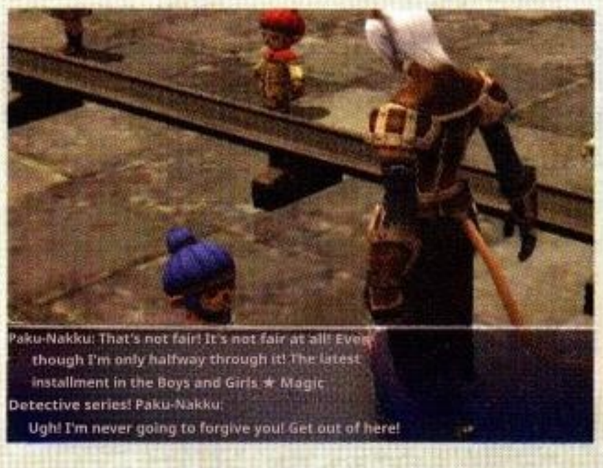
Paku-Naku

The most boisterous student in the Magic School's high class. He's been falling asleep in class a lot lately.

Pechiru-Mashiru

A teacher at the Magic School. Lends a book to Paku-Naku and assigns a book report.

Since using the Sleep Wand in practice, Paku-Naku has been falling asleep in class all the time. The Adventurer suspected the wand's effect and looked into it. It turned out that he was just losing sleep because he was engrossed in the latest installment of the assigned reading, the "Boy and Girl ★ Magic Detective Series."



↓ When the Adventurer reveals the book's ending, Paku-Naku's sleepiness is also blown away. ↓

Check: "Punishment" turns into "fun"?

Paku-Naku was punished with a book report assignment for using a wand from the warehouse without permission during Magic training at The Orastery. However, he became so captivated by the book he was assigned that he would read it every night, to the point where it interfered with his classes.

Windurst Q11: "The Type Aiming for the Top"

Client: Mashu-Aju

Character

Mashu-Aju

A high-class, arrogant student who claims to be "the type who aims for the top." He's driven by a competitive spirit against the top student, Kirarara.

Recently, a form of cheating has been rampant at the Magic School: paying people to do homework. One of the students, Mashu-Aju, also has homework. Mashu-Aju, who has top grades, asks an Adventurer to take care of the gardening and harvesting of a mysterious herb. Placing an order to harvest the crops.

Check Gardening assignment

The assignment involves gardening with seeds provided by the school and submitting the harvested produce. Mashu-Aju was given "mystery herb seeds," but each student gets a different variety to grow. Some are tasked with "mystery grain seeds" or "mystery vegetable seeds."

Mashu-Aju's request to Adventurers is to "harvest at least Shakuritake." You can harvest Shakuritake as instructed, but if you harvest Deathball, you'll receive a higher reward because it's considered an unexpected outcome.

Continuous Quest: Wings Q12 ▸ Windurst Q13 ▸ Windurst Q14 Windurst Q15

Book Management

The Magic Library, a treasure trove of knowledge not only for Windurst but for all of Vana'diel. For its smooth operation, the behind-the-scenes powerhouse—the "Guardian of Knowledge"—is indispensable.

Character

Hariga-Origa

A researcher at The Optistery who diligently copies ancient documents every day. She's dedicated to her work, but her handwriting is quite poor.

Ippu

A woman from The Optistery who specializes in researching ancient documents. On a business trip to the Horutoto Ruins.

Serukoko

A female researcher copying manuscripts at The Optistery. She seems to be acting suspiciously, but...

Tosuka-Porika

The current head librarian of the Magic Library. Appoints an Adventurer as the "Guardian of Knowledge" and entrusts them with the task of retrieving books that never return.

Orun

Hume's traveler. He borrowed "Everyone's Art" but couldn't return it.

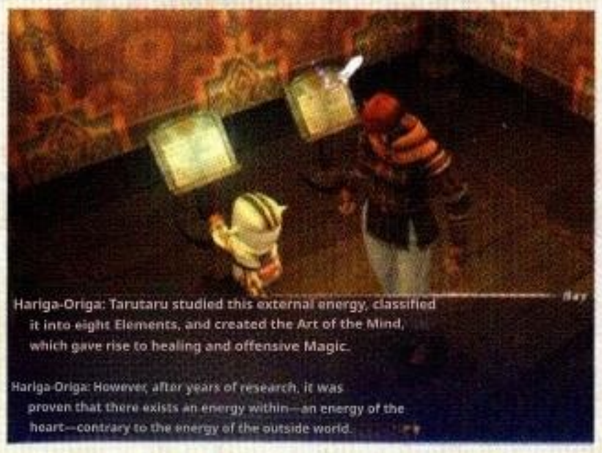
Hae Jackiya

The director of the Forest District Auction House, who has a sharp tongue but is meticulous. Did you borrow "The Song of True Love"?

Windurst Q12: Deciphering Ancient Texts

Client: Hariga-Origa

Hariga-Origa was copying an old book at the Magic Library when she suddenly encountered a section she couldn't read. The Adventurer asks Ippu, who is on a mission in the Horutoto Ruins, to decipher the ancient text. Ippu then delivers her notes to Hariga-Origa to assist with the transcription.



↓ The deciphered section reads: "The energy of the mind It mentioned "Lugie."

Check the text of the ancient document in the manuscript

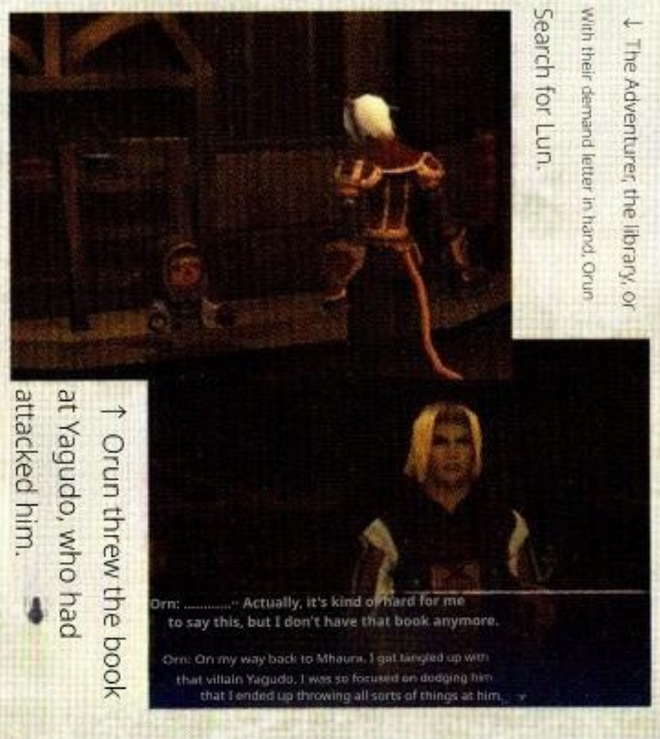
The ancient manuscript that Hariga-Origa is copying states that there are two types of energy that serve as the basis for Magic: "External Energy" and "Mental Energy." External energy is the general source of Magic, categorized into eight Elements, while Mental energy is the force that breathes life into Magic Dolls and Cardians.

Next Page

Windurst Q13: "Guardian of Knowledge"

Client: Tosuka-Porika

Following the instructions of the Librarian, Tosuka-Porika, the Adventurer was tasked with finding the Magic Library's missing books as the "Keeper of Knowledge." The first task is to get the traveler Orun, who is from Mhaura, to return the book titled "Everyone's Art." However, according to Orun, the book is currently in Yagudo's possession. The Adventurer went to Giddeus and found Yagudo, who had the book they were looking for. Collect the book in exchange for Beastmen silver coins.



↓ The Adventurer, the library, or With their demand letter in hand, Orun Search for Lun.

↑ Orun threw the book at Yagudo, who had attacked him.

Check "Magic Library Reminder"

"This is a warning. You must return it promptly. The book "The Art of Humans," lent by The Optistery Magic Library. Should you ignore this, a terrible calamity will befall you."

Tosuka-Porika, Director of the Magic Library

A demand letter from Tosuka-Porika. In Windurst Q14 "A Love Song," you will receive a demand letter with the same text, but with the book title changed to "A Love Song."

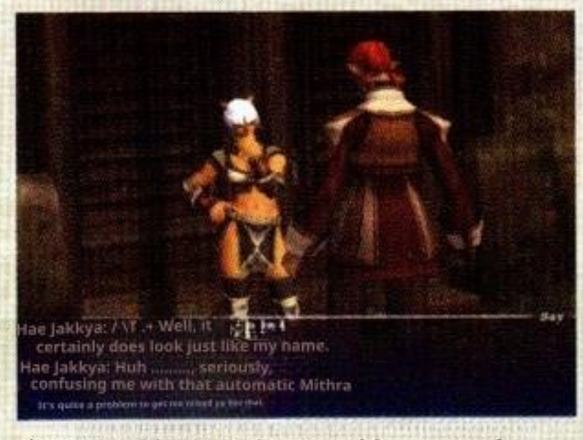
Check: Yagudo, who had the book

The one who had "Everyone's Art" was a Yagudo named Quu Boki. He seems interested in human books, and he also appears in connection with books in Bastok Q77's "The Black Legend" and Vana'diel Past Q29's "The Lost Book."

Windurst Q14: "A Love Song"

Client: Tosuka-Porika

As a guardian of knowledge, the Adventurer's task this time is to retrieve the romance novel "A Love Song." The book they're after should be borrowed by a Mithra named "Hae Jakkya," but she, the auction house manager in the Forest District, seems to have no recollection of it. In truth, the borrower was another Mithra named Hae Jakhya, who lives in San d'Oria.



↑ "Hae Jakkya" and "Hae Jakhya"—such similar names caused confusion.

Check "A Love Song"

A book with a cover depicting a man and a woman illuminated by moonlight. It begins with the line, "Only the moon watched over the two people's endless love."

According to Furakku-Norakku, the librarian of the Magic Library, "Aru Ai no Uta" is "a cheesy, overly sentimental romance novel." While the masculine Hae Jakhya finds it utterly uninteresting, the more girlish Hae Jakhya seems to have become so engrossed in the book that she forgot to return it.

Windurst Q15: "The Brown Secret"

Client: Hariga-Origa

Related: Windurst M2-1 "White Book" (→P.103)

Hariga-Origa found a brown stain on the page of a manuscript. With the Adventurer's help, she removes the stain and continues reading. It appears that this book is a forbidden text, one that cannot be copied. Hariga-Origa was afraid the stain might be blood, but it was actually a mark left by her colleague Serukoko.

Adventurer uses a stain-removing Slime Procure Slime Oil and Frost Turnip. ↓

Check: Why the forbidden book was in plain sight

Hariga-Origa was copying a forbidden book about the Book of the Gods (→P.98). Ajido-Marujido, who was researching the Book of the Gods, persuaded Serukoko, who had a weakness for forceful men, to retrieve the book from the depths of the library. However, she accidentally spilled juice on the book, and while she was getting ready to wipe it off, Hariga-Origa, who was unaware of the situation, seems to have started reading the manuscript.

Book management — Fin

Windurst Q16: "The Night Sky is a Coin"

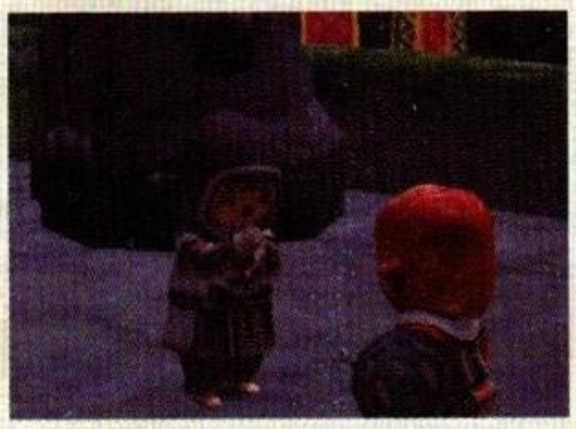
Client: Robunono

Character

Lopnono

A female researcher at The Optistery whose job is to observe celestial bodies. Lately, she's been worried that the astronomical telescope isn't working properly.

The astronomical telescope on the roof of The Optistery was getting old, making it harder to see the stars. The Adventurer decides to gather the materials needed to rebuild the telescope's lens.



↑ To make the lens, you'll need an Ahriman Lens and a Tarutaru Coin.

Check: Tarutaru Coin and Constellations

The Tarutaru Coin is a currency from the era of the first Star Sibyl, and it accurately depicts the positions of the constellations. The Astronomical Lens is completed by engraving the positions of the constellations based on this coin.

Continuous Quest: Windurst Q17, Windurst Q18 ▸ **Windurst Q19** ▸ Windurst Q20 ▸ **Windurst Q21**

The Rhinostery is buzzing with activity

The Rhinostery is a facility dedicated to exploring the fundamental principles of all living things, including plants. The researchers run the place in the absence of the often-absent director, and with their unique personalities, it's always buzzing with activity.

Character

Kerutoto

A woman from The Rhinostery who conducts her research through meditation. She has a laid-back personality.

Kenapakeppa

A shy and awkward researcher at The Rhinostery. Not great at expressing themselves.

Ohbiru-Dohbiru

A man from The Rhinostery who is so deeply immersed in his research that he forgets to eat.

Leepe-Hoppe, the laid-back director of The Rhinostery, speaks in a relaxed tone. She has quite the sweet tooth.

Kotan-Purutan

The person who took care of Kenapa Kepa's luggage at the Mhaura pier.

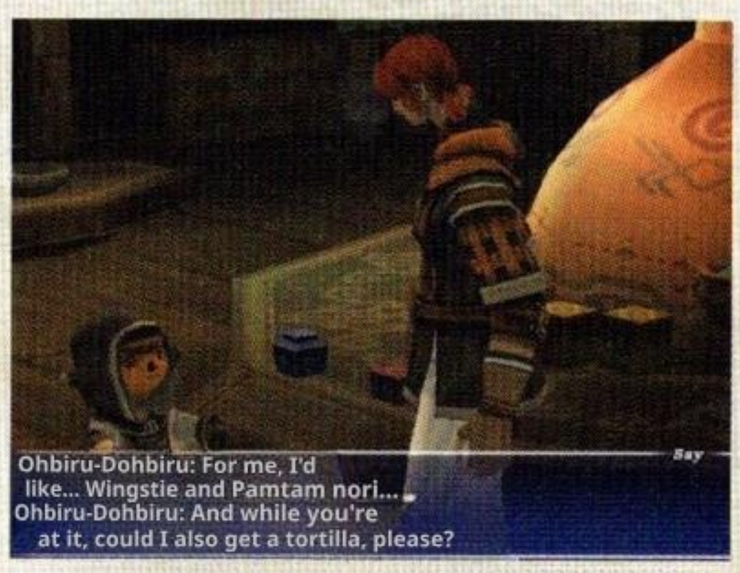
Roberta

A tool shop in the Forest District. I ended up with a strange ribbon.

Windurst Q17 "Procurement Squad"

Requester: Kerutoto

The food that the researchers had stockpiled for busy times has completely vanished from The Rhinostery. If things continue as they are, everyone will be starving and dizzy, which will hinder the research. As a procurement specialist, the Adventurer gathered the researchers' requests and procured the food each of them wanted. This brings the happiness of a full stomach to everyone.



↑ Kerutoto and the others don't hesitate to order food items that are difficult to procure from the Adventurer.

Check each order

Kerutoto and Ohbiru-Dohbiru, as if seizing the moment, place extravagant orders with the Adventurer in charge of shopping: "Grilled wild hare" and "Windasty, Pamtam nori, and tortilla," respectively. However, the shy Kenapakeppa only says, "Boiled... egg..." When the Adventurer, understanding the intent, delivers a "boiled egg," he expresses gratitude, saying, "...Thank you...for... understanding...what...I...said..."

Check: The truth behind the disappearing food

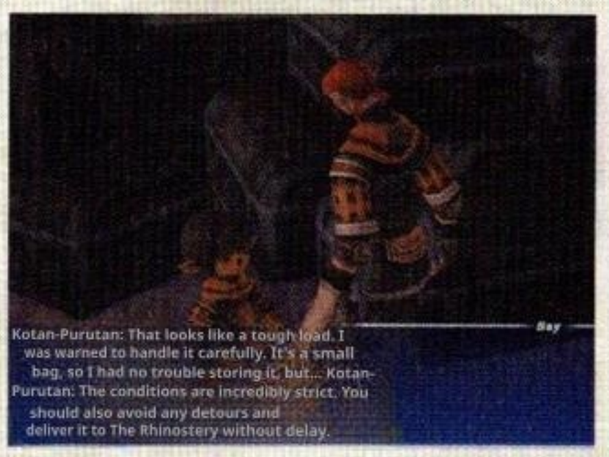
Of all the researchers in The Rhinostery, only Leepe-Hoppe, who is on the rooftop, isn't hungry. He is the one who ate all the stockpiled food and caused chaos in The Rhinostery.

↑ While everyone else is hungry, Leepe-Hoppe is the only one who .....

Windurst Q18: Under the cover of night

Requester: Kenapakeppa

The Adventurer was asked by Kenapakepa of The Rhinostery to bring the package that had arrived in Mhaura to him. However, it seems that the package will be ruined if it isn't delivered during the night. The Adventurer complies with the request, taking the package and handing it to him.



↓ The cargo that the Adventurer will deliver
The item: a small bag. Its true nature remains a mystery.

Windurst Q19 "Magic Water"

Client: Ohbiru-Dohbiru

Related: Windurst M6-1 "Full Moon Fountain" (→P.107)

The grass used as light on Windurstian streets and elsewhere: Magic Light Grass. The Rhinostery had been working hard to improve the grass, but the precious water from Giddeus needed to grow it was running low. The Adventurer travels to Giddeus, draws water from the spring, and delivers it to The Rhinostery.

Giddeus, where Yagudo roams
To infiltrate and procure water.

Check: The story of the "Magic Water" before the Great War

Ohbiru-Dohbiru, who received Giddeus's renowned water, says, "Before the war, water with even stronger magical power could be obtained from a certain place." That place is likely the Full Moon Fountain. The reason why it became impossible to collect water with magical properties is related to the disappearance of the Great Beast after Karaha-Baruha performed the Full Summoning (→P.110).

Next Page

Windurst Q20: "The Cursed Ribbon"

Client: Kerutoto

Roberta, the tool merchant, was at a loss as to what to do with the strange ribbon, the "Purple Ribbon," which she had come across by chance. According to Kerutoto, an expert in "qi," the ribbon appears to have been taken from a graveyard. The Adventurer heads to The Eldieme Necropolis to purify the ribbon.

● Return it to the skeleton that seems to be its owner

And thus, the ribbon is purified.

Check: Strange Ribbon

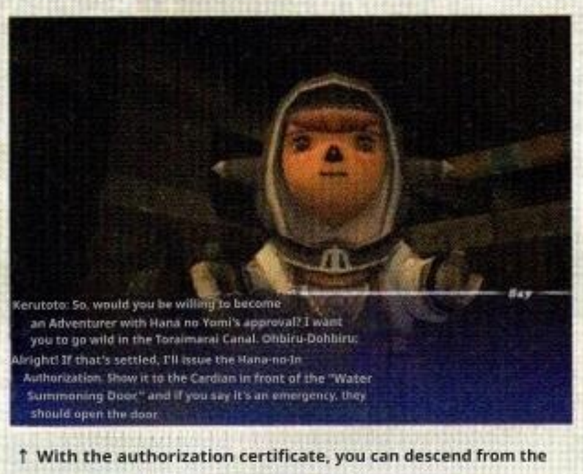
The Purple Ribbon is a peculiar item that keeps coming back to you even when you let it go. Upon receiving this from Roberta, you hear the voice saying, "Big brother... I... have to go home..." The ribbon was taken from The Eldieme Necropolis, where the girl's remains lie, and the cries of its owner, the girl who seeks to retrieve it, are carried on the wind.

Windurst Q21: "The Water-Calling Gate"

Client: Ohbiru-Dohbiru

Related: Windurst Q71 "Star Great Tree" (→P.396)

The Toraimarai Canal, which lies beyond the Water Summoning Gate, is now infested with Starmites, pests that are devouring The Great Star Tree. If nothing is done, the roots of the Great Star Tree that extend into the waterway will be damaged. Desperate, everyone at The Rhinostery issued the Adventurer with a "Rhinostery Authorization Certificate," which is required to pass through the Water Summoning Gate. The Adventurer defeats Starmite and lives up to expectations.



↑ With the authorization certificate, you can descend from the Stone District to the Toraimarai Canal at any time.

Check the murky waterway

The cause of the large-scale starmite outbreak was the stagnation of the Toraimarai Canal. It seems that the waterway has become stagnant due to the accumulation of Magic after Sarutabaruta's Magic Tower stopped moving. This fact was revealed in Windurst Q71, "The Great Tree of the Stars."

The Rhinostery is in an uproar — *Fin*

Continuous Quest: Windurst Q22, Windurst Q23

Shikaree and the Rhinostery's Tuning Fork

Shikaree Y, a Sin Hunter from the homeland of Mithra. She has the Rhinostery craft a magic tuning fork and attempts to make contact with the "Sleeping Gods" that dwell within the Proto Crystal.

Character

Leepe-Hoppe
Nadae, the head of The Rhinostery. Shikaree Y threatens her.

Shikaree Y
The "Sin Hunter" in the black mask. Seeks to converse with the God of Darkness.

The masked man who pursues Shikaree Y at the request of Ildy-Goldy Leepe-Hoppe.

A researcher from The Rhinostery on a business trip to the Raigou-Moigou Beaucedine Glacier. A mask enthusiast.

Windurst Q22 "Shikaree Y"

Client: Leepe-Hoppe

Related: Promathia 5-3C-2 "Headwind" (→P.167)

The violent "Sin Hunter" -- Shikaree Y, wearing a black mask, appeared at The Rhinostery. She seeks to communicate with the "Sleeping Gods" within the Protocrystals scattered across the land, and to that end, she threatens Leepe-Hoppe into making a Magic Tuning Fork. Driven to desperation by fear, Leepe-Hoppe asks an Adventurer to help gather the materials to create the magic tuning fork.

↑ Shikaree Y resorts to violence, forcing Leepe-Hoppe to make a tuning fork.

Check: Connection to Avatar-related Quests

Avatar-related Quests starting with "San d'Oria Q74: The Ice Trial," the Adventurer receives a tuning fork from someone at The Rhinostery, enters the Protocrystal, and confronts sleeping gods like Shiva (→P.416). This is the story of Windurst Q22 "Shikaree Y," where Shikaree Y, rather than an Adventurer, undertakes a similar quest. As shown in the "Chains of Promathia" episode, Shikaree Y's actions are driven by a desire to confront "The Emptiness" that threatens the homeland of Mithra (→P.149).

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Windurst Q23: "The Masked Alliance"

Client: Leepe-Hoppe

Related: Promathia 5-3C-3 "The Bonfire" (→P.167)

Shikaree Y disappeared with a tuning fork made by Leepe-Hoppe. It seems she headed north in search of the Darkness Protocrystal. The Adventurer and Ildy-Goldy, the Rhinostery's greatest hero, set out to search for Shikaree Y. Based on information gathered from various locations, they headed for the ice lake in the Ulegueraud Range. Upon joining The Rhinostery, which was conducting an investigation in the north, Shikaree Y herself appeared. Unable to communicate with the god of Darkness within the Protocrystal, she leaves this time to investigate the Magicite.

↓ The Adventurer who visited Kazham, From the mouth of Romaa Mihgo, Darkness Listen to the god's intriguing tale.

↑ The reason Shikaree Y failed The reason is the "Chains of Promathia" Changes based on the progress.

Check: Revealed Facts

In this Quest, facts that complement the Chains of Promathia are revealed, such as that the God of Darkness once awakened in the past and was put back to sleep by the "Box," and that during the era of Dragon King Ranpeerre, the "Box" was taken from an ice lake containing a Dark Protokrystal. It is also revealed that Yow Rabtnah of the Northern Expedition was exploring the Ice Lake.

Check: What is the "Mask Alliance"?

The three individuals—Shikaree Y from the Whirl, Raigou-Moigou from The Rhinostery, and Raigou-Moigou, who pursues her—are all mask enthusiasts. Additionally, the Quest reward is a mask, and the Title you earn is "Mask Alliance Member." This is likely why the Quest is named "Mask Alliance," despite having no connection to the story's plot.

Shikaree and The Rhinostery's Fin

Quest series: Windurst Q24 and Windurst Q25

This is the Windurst Magic Newspaper Company.

"Weekly Magic Paradise," which delivers the latest Windurstian news.

The newspaper company that publishes it faces many challenges.

Character

Naikopani Iko

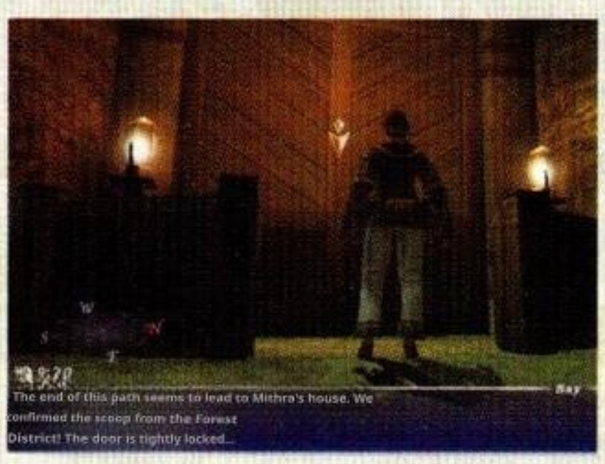
Editor-in-chief of "Weekly Magic Paradise," published by the Windurst Magic Newspaper Company. Four salaried reporters are dispatched to each district.

Windurst Q24 "Windurst Exclusive"

Client: Nai Kopaniko

Related: Windurst M2-1 **"White Book" (→ P. 103)**

The deadline for next week's "Weekly Magic Paradise" is fast approaching. Editor-in-chief Naiko Panico gathered story ideas from four reporters dispatched to various districts of Windurst, who in turn obtained them through Adventurers. Umumu's scoop: "Where is Mithra the thief's treasure?"and will be used to create a feature article.



↓ The Adventurer confirmed that... Mummu's scoop was true.

Check "Mori-no-ku Special Scoop"

"Where is Thief Mithra's treasure?"
The reason Thief Mithra is proving so elusive is that he has cleverly hidden the stolen treasure. When Captain Laco Buma searched the home of the thief Mithra, there was nothing to be found. So, where is the treasure hidden? It's none other than the cave hidden beneath the East Tower of the Horutoto Ruins! ... I think. I'm sure of it.

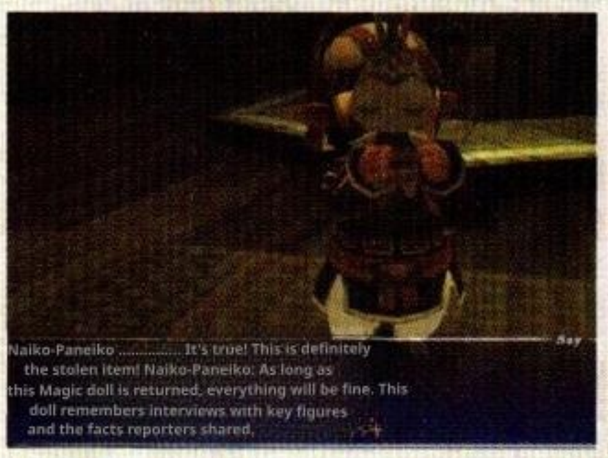
by Umumu

The location of Nanaa Mihgo's hideout, which you'll visit in Windurst M2-1 "White Book," has been revealed. This is an article by Umumu, the reporter covering the Forest District. Meanwhile, Kyomerome, who covers the Water District, writes a piece on the "Great Beast," and Yujuju, who covers the Port District, covers the Star Onion Brigade. These articles are based on truth, but Hiwonbiwon, who covers the Stone District, is unable to conduct his scheduled interview (→P.284) and is forced to fabricate a story about the lover of Chief Attendant Zubaba.

Windurst Q25: Stolen Special Item

Client: Nai Kopaniko

The latest issue of "Weekly Magic Paradise" was stolen just before its release. It appears to be the work of the thief Misler, who didn't want their article to be released to the public. At Naiko-Paneiko's request, the Adventurer tracked down the stolen latest issue, but the article in question had already been erased.



↓ "Weekly Magic Paradise" is a Magic Something that made the magic doll remember the article.

This is the Wings Magic Newspaper Company. *Fin*

Windurst Q26 "A sudden Windurstian crisis

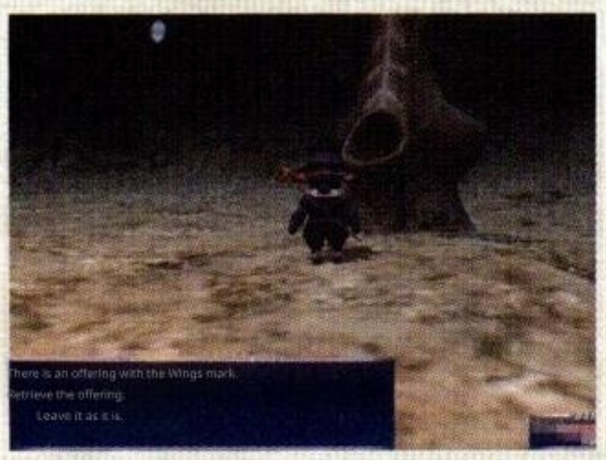
Client: Ranpi-Monpi

Character

Ranpi-Monpi

A cook from the Cooking Guild. Manages the beverages to be offered to Yagudo.

Because the offering to Yagudo was contaminated with strongly scented apple vinegar, the Adventurer hurried to retrieve it.



↑ Ath. "Before Yagudo gets angry, Gite Decided to retrieve the offering with

Windurst Q27: "The Path of Faith"

Client: Gantyne

Character

Gantyne, a monk of San d'Orian. Makes requiem incense.

Eperdur, Gantyne's mentor. He worries about his apprentice's inexperience.

While staying at the inn, the Adventurer was asked by Gantyne to test the "Requiem Incense," which is said to soothe the spirits of the dead. The experiment failed, but Gantyne is grateful to the Adventurer.

↑ High Priest Eperdur provides the experiment reward, "Telepomea" (→P.241).

Windurst Q28: "The Adventure of Baban-na-Weyrea"

Client: Coto Roccola

Character

Koto Roccora

A new Bard who reads stories aloud to the children in the square. Aware of his own inexperience, he's a bit timid.

Baban na Weirea

A girl from Mandragora. Her dream is to marry the Mandragora prince in the City of Plants, have children, and live a happy life.

Cotto Roccora, who read the Mandragora fairy tale "Baban-na-Weirea's Journey" about the search for the City of Plants to the children, believes the story might be based on a true event, as it lacks coherence and ends unhappily. To uncover the truth, the Adventurer travels back to the era of The Crystal War, the setting of the fairy tale. After accompanying the real-life Wayleader on a journey, discovering the Plant Kingdom, and returning to the present, the story's content had also changed.

↓ It's so disappointing
The children were disappointed with the ending.

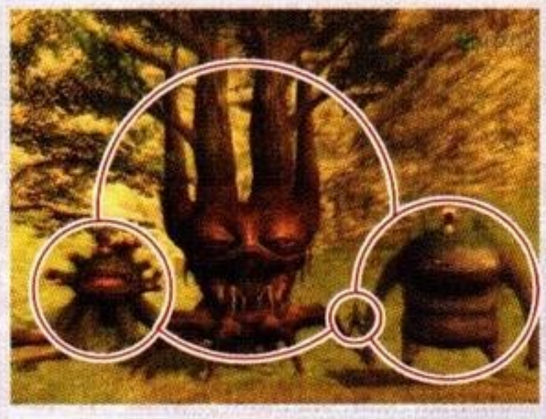
↑ The Waylears, "We are visiting modern-day Adventurers to express our gratitude.

Check: Gantyne and the Requiem Incense

The Requiem Incense was created by Gantyne, a monk of the San d'Orian Church, as the culmination of his research combining the miracle of faith with Windurstian Magic. Gantyne prided himself on having achieved the pinnacle of White Magic, but in reality, it was a failed creation that couldn't perform a requiem.

Check: Story summary

"Baban na Weilea's Adventure" is a story based on the true tale of Baban na Weilea and her companions as they journey to the Plant City of Nezerstock. Originally, the story was bleak: the main characters were wiped out along the way, leading to the conclusion that the Plant City was merely a fantasy, leaving no room for dreams or hope. However, when the Adventurer joins their journey in a past world and provides a clue to the Plant City, the story ends happily.



↑ Weilea and her traveling companions. From right to left: Aventzio, Kamurin, Dara, and Buriha, with the Adventurer joining them.

← The Adventurer, due to a misunderstanding with Dara, decides to travel with the Torrent bulb still in his possession.

Check the location of the "Plant City"

In the end, the Adventurer and Wayrear conclude that the City of Plants lies above the clouds. Judging from the scenery and other clues, it seems that the location is the floating island of Tu'Lia. It remains a mystery how they did it, but it seems the group made it to the location safely.

Column: Quests involving Mithra's child and secret passages

In the five countries of the Altana Quadruple States and the Empire of Aht Urhgan, there are Quests that allow you to create shortcuts from residential areas to each district. All the Quests share a common pattern: they end with the title "~-nya," and when you give Mithra's child the item they want, she reveals the secret passage as a thank-you.

◆ List of quests related to backstreets

	Quest Name	Item to give to the requester
San d'Oria	I want to plant flowers in the garden	Margaret
Bastok	To refine my sense of style	Amaryllis
Windurst	I want a single flower.	Lilac
Jeuno	It's a beautiful pebble, isn't it?	Yellow stone
Aht Urhgan	Hurry up and take notes!	Parchment, black ink

QUEST STORY GUIDE

Windurst Walls

The Windurst Federation

Windurst Q29 "Letter from the Auction House"

Client: Ambrosius

Related: Windurst M8-1 "Vane" (→P.109)

Character

Ambrosius

The head of the Auction House in Stone District. Requests an Adventurer to retrieve a letter that has gone missing.

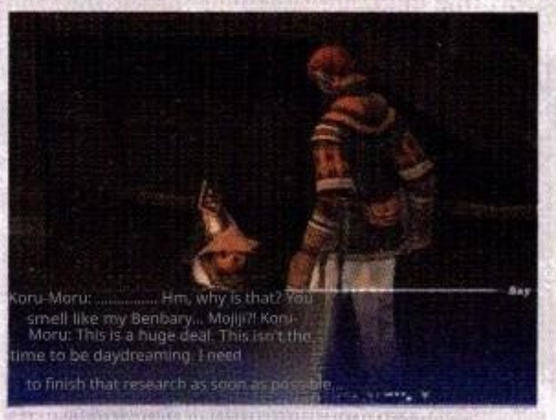
When the Auction House's delivery person is attacked by a Monster, Director Ambrosius asks an Adventurer to find the lost letter.

↓ Collect all four letters together

The reward increases when you return them.

Check: The Four Missing Letters

The four letters you need to find are a muddy invoice, a torn love letter, a suspicious card, and a damp envelope. Among them, the torn love letter is needed to start Windurst Q36, "A Gift from Heaven." This letter is addressed to Koru-Moru, and when you show it to him, he takes it in exchange for 50 Gil. Also, Koru-Moru claims the love letter is from his girlfriend Mojiji, but it's actually from the teachers at The Aurastery (→ Windurst M8-1 "Vane"/P.109).



↑ Koru-Moru, who is completely absorbed in Mojiji, changes color when he sees the torn love letter.

Windurst Q30: "The Voice of Beauty"

Client: Ramimi

Character

Ramimi

A woman in the square who is worried about the Zeitgeist.

Zaihibauhi

The "Speech Giving Uncle" from the Stone District. He hurt his throat.

Zaihbauhi, who always gives speeches about the hero Karaha-Baruha, has lost his voice. The Adventurer tries to heal Zaihbauhi with the honey entrusted to them by Lamimi.

↑ If you give him honey repeatedly, while Zeihbauhi's throat will heal, he will also get cavities.

Windurst Quest Series Q31 ▸ Windurst Q32 Windurst Q33

Shantotto and "Gaze"

Shantotto, who lives in the Stone District, is a powerful archmage who can even silence a crying child. Although she's now retired, incidents always seem to happen around her...

Character

Shantotto

An invincible lady who commands respect with her fearless words and actions, even in the face of the gods. A specialist in Magic, well-versed in all kinds of Curses.

Hwi-Won Bi-Won

A reporter considering an interview with Shantotto.

Rukususu

A researcher who knows Shantotto's weak point.

Windurst Q31 "Gaze of Darkness"

Client: Shantotto

Hywonviu On, a reporter for the Magic Newspaper, was wandering around Shantotto's house, hoping to interview her. Noticing his gaze, Shantotto seeks to teach the "rude watcher" a lesson by having an Adventurer assist in casting a Curse.

↓ Shantotto activates a Curse using materials provided by the Adventurer.

Check: Hiwonbiwon's Disaster

Hywonbiwon is one of the four reporters at the Magic Newspaper Company. He was in charge of the Stone District, and though he wanted to get an exclusive scoop from Shantotto, he didn't have the courage to approach her. Perhaps because he was cursed during this Quest, he ultimately couldn't do the interview and submitted a different story (→ Windurst Q24 "Special Report: Windurst"/P.282).

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Windurst Q32: "The Grim Reaper's Gaze"

Client: Shantotto

Shantotto, intending to cast the "Skeleton Dance Curse" that would wear off overnight, mistakenly cast the "Death Curse" on Hiwonbiwon. If things continue as they are, the other person will die, and the Adventurer will be imprisoned for murder in Shantotto's place. To prevent a tragedy, the Adventurer prepared materials to lift the curse. Shantotto used it to lift the Curse, and the situation was resolved.

↑ When the Adventurer tries to prevent Shantotto from being imprisoned in his place, she explodes in anger.

Windurst Q33: "The Golem's Gaze"

Client: Shantotto

Related: "Windurst M7-2: Return of the Gods" (→P.109)

Shantotto asked the Adventurer if there were any capable individuals available. She seems to want to check with Rukususu, who is on a business trip to the Beaucedine Glacier, how the improved teleportation magic she developed feels to use. The Adventurer steps forward and heads for the challenging Beaucedine Glacier.

expressing gratitude to Shantotto, Rukususu fears Iyagarase. ● While

Shantotto and the "gaze" *Fin*

Windurst Q34 "A Road Stained with Blood"

Client: Shantotto

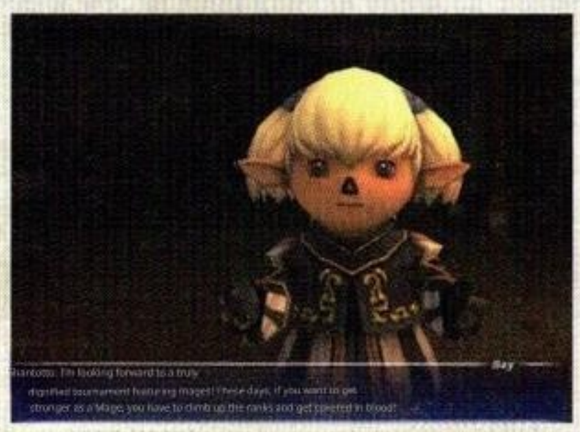
Related: Windurst Q50 "The Tragedy of the Orastery" (→p. 290)

Character

Shantotto

The strongest lady, a fact that goes without saying. Drawing on her past role as the academy's head, she dedicates herself to nurturing the next generation.

Shantotto recognized the Adventurer's potential with the Staff. After putting the Adventurer through intense training with her custom-made staff, she imparts a technique she herself conceived: Retribution.



↑ Shantotto seems to want to train strong fighters in preparation for the upcoming mage fighting tournament.

Windurst Q35: "The Trail of Mandragora"

Client: Yoran-Oran

Related: Windurst M9-1 "The Corpse Doll" (→P.110)

Character

Yoran-Oran

The former director of The Rhinostery. He is currently focusing on his personal research. His specialty is the study of Mandragora ecology.

Yoran-Oran is interested in researching where the Mandragora originated. The Adventurer agrees to help him and bring Items that could aid his research.

↑ Deliver the Item dropped by the Mandragora to Yoran-Oran to receive a reward.

Check Shantotto's new Magic

The new Magic that Shantotto wants to test is "De Jon II," which is still in the prototype stage. It's a handy Magic that sends a selected Party Member back to their Home Point, but when fighting a Golem, the Magic book would disappear along with it. Rukususu and her party, who visited the north, frequently encountered the Golem they were studying, which seems to have caused them difficulties due to the disappearance of the magic book.

↑ Rukususu is researching the Golem in the fateful land his mentor Iru-Kuiri was investigating, to avenge his master.

Check "Hepoko-kun's" attitude

Shantotto is seeking a capable Black Mage who can reach the Beaucedine Glacier; she has no interest in Adventurers. When he didn't object, she started calling him "Hepoko," and his Title changed to "Hepoko-kun." On the other hand, the Adventurer insists on going, and upon successfully completing the mission, they receive the honorary (?) title of "Dr. Shantotto's Favorite."Title is awarded.

Check: Purpose of the Special Training

The backdrop to this story is Shantotto's plan for a fighting tournament where "The Orastery's members and Adventurers seal Magic and battle with blunt weapons." This Quest reveals Shantotto's plan to include an Adventurer on his team for the tournament. Additionally, "Windurst Q50: The Tragedy of the Orastery" shows the Orastery's turmoil (→P.290).

Check: Items you can give to Yoran-Oran

There are five items that, when handed over, yield a reward: Mandragora Four-leaf, Cornette, Yuhtunga Sulfur, Mandragora Three-leaf, and the Pompous Letter. Among these, the "Pompous Letter" dropped by the Boyahda Tree's Mandragora is a plea for help written by Zonpa-Zippa, who is being held captive by the Cardians in the same location (→P.110).

Continuous Quest: Windurst Q36, Windurst Q37, and Windurst Q38

Professor Koru-Moru's Grand Research

Koru-Moru, one of the Three Professors who lives in the Stone District, has returned to his role as headmaster of the Magic School, but he spends all his time at home sleeping. Even for him, is there research that gives him strength...?

Character

Koru-Moru

One of the Three Professors, known for his eccentricity. Currently, he's absorbed in his correspondence with a pen pal named Mojiji-chan.

Yoran-Oran

A respected member of the Three Wise Men. He's constantly being manipulated by Koru-Moru, another of the Three Wise Men.

Windurst Q36: "A Gift from Heaven"

Koru-Moru

Related: Windurst Q29 "Letter from the Auction House" (→P.284)

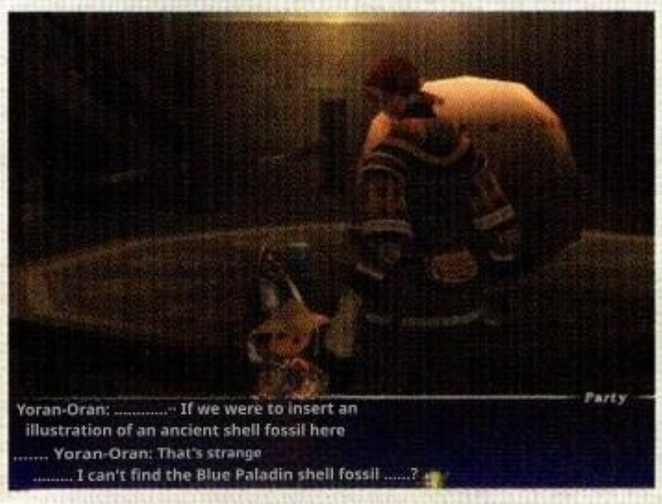
Koru-Moru, who was sleeping as usual, caught the scent of his beloved Mojiji from the Adventurer who had visited his home. He was immediately inspired to finish the research he had abandoned, and he asked the Adventurer to bring him a "rough, black stone"—a meteorite. He seems to believe that "meteorites have the power to grant people's wishes," but is that true?

↑ Koru-Moru is delighted, calling the meteorite a "gift from the heavens," and rewards you, saying, "This is a gift from me."

Windurst Q37: "A Call from the Past"

Client: Koru-Moru

"Before Yoran-Oran notices," find the ancient Paladin shell—so Koru-Moru asks. The Adventurer then obtains a Paladin shell fossil in the Maze of Shakhrami. In truth, Koru-Moru had lost the Paladin shell that had been in Yoran-Oran's house and was searching for a replacement. Koru-Moru's plan seemed to have succeeded, but...

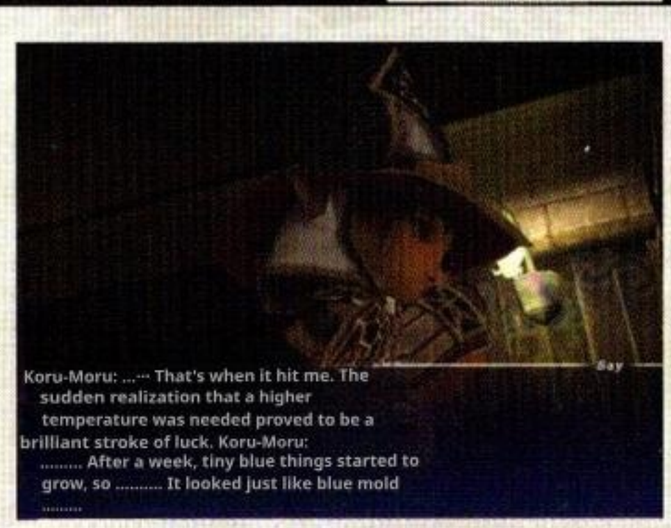


↑ Koru-Moru tries to place the shell in the lab before Yoran-Oran notices, but it seems he's a step too late.

Windurst Q38: "Alchemy Experiments"

Client: Koru-Moru

Koru-Moru is deeply immersed in research aimed at creating "something" from "nothing." He has an Adventurer research the papers of someone who had previously experimented with alchemy, and then begins his own experiments based on that research. As a result, he ends up repeating the same mistake as the paper's author, which is to only produce blue mold. No wonder, as the author of the paper was Koru-Moru himself when he was a student at the Magic School.



↑ Koru-Moru forgets that he was researching alchemy and keeps repeating his botched experiments.

Dr. Koru-Moru's Grand Research *Fin*

Check for the scent of "Mojiji-chan"

In Windurst Q29 "Letter from the Auction House," if you give the torn love letter to Ambrosius or Koru-Moru (→P.284), Koru-Moru says "It smells like Mojiji" at the start of the Quest, and he resumes his meteorite research in an attempt to reciprocate her feelings. However, since Mojiji doesn't actually exist (→P.109), his feelings are unfortunately unlikely to be reciprocated.

Check Koru-Moru's words upon waking

Koru-Moru is usually asleep, and he wakes up mumbling about whatever dream he was having. Many of his lines align with the story as it unfolds.

- **Normal dialogue**
  "Just now, I was about to take flight on the back of a fire dragon, soaring far into the distance..."
- **At the end of Windurst M5-2 "While Waiting for You at the Far End"**
  "Right now, I'm locked in a life-and-death battle with the Shadow Lord, and the princess I rescued is giving me a passionate kiss..."
- **■ At the end of Windurst M9-2 "Moon Reading":** "Now, under the Full Moon, I am with a dear old friend..."
- **■ Windurst Q09 "Mistakes and Missteps" in progress**
  "Right now, I was chasing a white rabbit and was about to fall into the depths of a very, very deep hole..."
  .....
- **At the start of Windurst Q37 "A Call from the Past"**
  "And yet, I was now climbing the stairs of time, searching for my lost memories..."
- **Windurst Q38 "Alchemy Experiments" – Start**
  "And yet, I was now surrendering myself to the Darkness of Nothingness, striving to create something from nothing..."

QUEST STORY GUIDE

Port Windurst

The Windurst Federation

Continuous Quest: Windurst Q39 ▶ Windurst Q40 ▶ Windurst Q41 ▲ Windurst Q42 ▶ Windurst Q43 ▶ Windurst Q44 ▶ Windurst Q45 ▶ Windurst Q80

The Star Onion Brigade: A Group Dedicated to Justice

The Star Onion Brigade, a group of children dedicated to "justice with love and dreams." While they were working to fight evil, one day they encountered a mysterious Cardian.

Character

Kohlo-Lakolo
The leader of the Star Onion Brigade, brimming with a strong sense of justice. He seeks Pichichi's judgment on everything.

Pichichi
A girl from the Star Onion Brigade. She has a gentle demeanor, but her intuition is remarkably sharp.

Joker
The enigmatic Cardian. Discovered in the "House of Monsters" and joining the group, but...?

Nanaa Mihgo
Mithra, the thief the Star Onion Brigade is trying to punish.

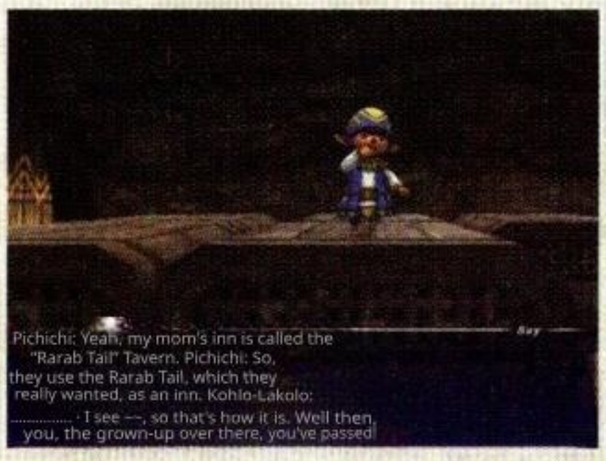
Chamama
Pichichi's mother. She makes all sorts of things for the children.

Honoi-Gomoi
A dishonest merchant from the Water District. Plots to obtain the Joker's Animacule.

Windurst Q39 The Justice League

Client: Kohlo-Lakolo

The Star Onion Brigade is a group of children who aim to punish evil in place of the adults who are too lazy to do so. It seems that adult Adventurers can't join the group unless they bring a "tail." Adventurers bring a Rarab Tail and are accepted as comrades.



↑ "Rarab Tail" refers to Bichichi's mother. It's about the Rarab Tail they use.

Windurst Q40 "The Haunted House"

Client: Kohlo-Lakolo

It is said that the infamous bandit Nanaa Mihgo has recently been frequenting the home of the hero Karaha-Baruha, commonly known as the "Haunted House." The Star Onion Brigade immediately sets out to teach her a lesson. Although Nanaa Mihgo managed to escape, they managed to obtain the mysterious Animacule she was carrying.

↑ The Star Onion Brigade successfully creates a bomb using four Wild Onions brought by the Adventurer and knocks Nanaa Mihgo unconscious.

← If Nanaa Mihgo had it, then she must have stolen it from somewhere—so the children decided to keep the Animacule.

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Check Star Onion Brigade

The Star Onion Brigade is a group of children based in the back of a warehouse in Port Windurst. It seems they were formed to bring justice to the evil that adults turn a blind eye to. While there are also separate units, the members who appear in the Quest series include Kohlo-Lakolo and Pichichi, along with the know-it-all Papo-Hopo, the childlike Gomadavrumada, the sweet-toothed Piyo-Nzon, and the fashionable Yafa-Yaa, making a total of six. Additionally, Kohlo-Lakolo's younger sister, a young girl named Shan-Lulu, joins the group along the way.

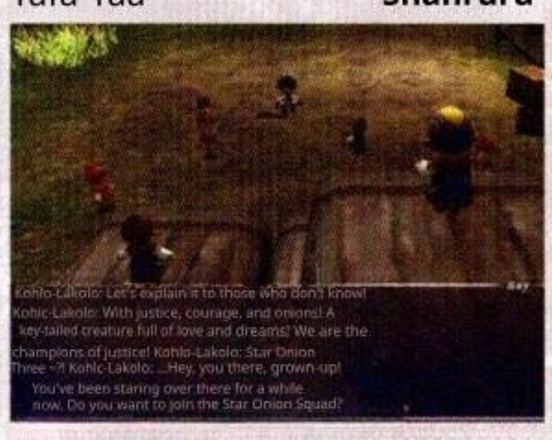
Pabohopo

Gomadavurmada

Piyo-Nzon

Yafa-Yaa

Shanruru



↑ There's also what seems to be a theme song that expresses the Star Onion Brigade's beliefs.

Windurst Q41: "The Birth of a Great Detective?"

Client: Kohlo-Lakolo

Nanaa Mihgo demanded that the Star Onion Brigade return the Animacule. They all refuse, but this time the Animacule is nowhere to be found. Did someone steal it? As Detective 7 gathers the tools to begin his investigation, the truth is...

↓ The Animacule possesses a mysterious power I felt it and couldn't bring myself to let it go. Pichichi had hidden it.

Windurst Q42: "Star Onions in Grave Danger"

Client: Kohlo-Lakolo

Related: Windurst M2-1 "White Book" (→P.103)

The Star Onion Brigade entered the "Ghost House" where Nanaa Mihgo was hiding to confront her directly. However, they find themselves trapped inside, facing their most dire predicament since the group's formation. At that moment, the Animacule Pichichi held was sucked into the Cardian hidden in the room, activating the Cardian "Joker." The group, saved thanks to him, welcomes the Joker as a member of the Star Onion Brigade.

Jiddo, Nanaa Mihgo is Talking about Jidmar This unsettles the group members. ↑ The Joker is completely has not been resurrected, and Hamo is also clumsy.

Windurst Q43: The Thieving Star Onion Brigade

Client: Kohlo-Lakolo

The Animacule in question was obtained by the merchant Honoi-Gomoi from Nanaa Mihgo in exchange for jewels. Honoi-Gomoi demands the Star Onion Brigade return the Animacule. However, to do so, he must fragment his dear companion, the Joker...

the Adventurer hands over the gem, Ho Soigomoi won't forgive me. ↓ Even if

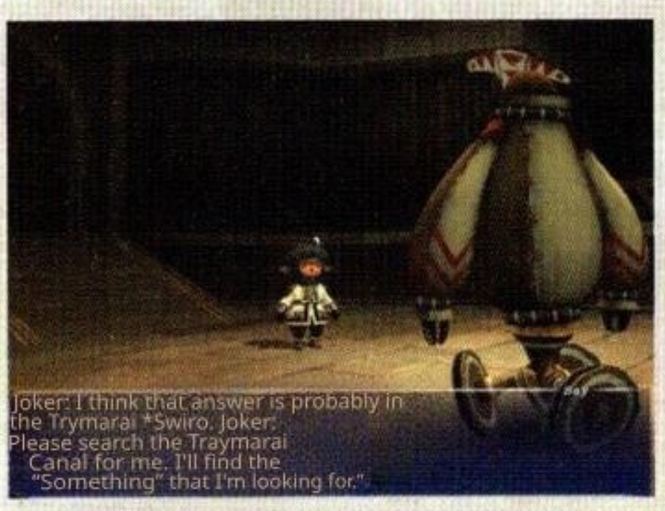
Windurst Q44 Does Cardian dream of Traymarai?"

Client: Honoi-Gomoi

Related: Windurst M8-2 "The King and the Joker" (→P.110)

Forced into Fragmentation by Honoi-Gomoi, the Joker believes that the Toraimarai Canal holds something he seeks. "Something" --- it was the card needed for the Awakening of the old Cardian.

"Joker's card" Once in his possession, the Joker himself realizes its true purpose.



↑ Before the Joker's Awakening in the Windass Mission, he asks the Adventurer to search for "something" in the Toraimarai Canal.

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Check: The 7 Detective Tools

To find the Animacule, you'll need to collect the seven detective tools. Following Pichichi's advice, the Adventurer has Chamama create a disguise accessory. It appears to be an item featured in the "Boy and Girl ★ Magic Detective" series (→ P.278), which is hugely popular among children.

Check Quest Background

When the Adventurer obtains an ancient ring at Castle Oztroja, Kohlo-Lakolo realizes it's the key to the Obake's house, and the Quest begins. This ring is the ring of The Optistery that Karaha-Baruha possessed. It passes into the hands of Ajido-Marujido in Windurst M2-1 "White Book" (→P.103), but it seems to have been dropped while listening to the Yagudo Avatar (→P.104).

Note that this Quest unfolds differently depending on whether the Joker has already Awakened (i.e., whether Windurst M8-2 "The King and the Joker" has been completed). If the Awakening hasn't occurred, the Adventurer also enters the "House of Ghosts" using the ring. If the Awakening has occurred, it's reported that someone entered while the Adventurer was away.

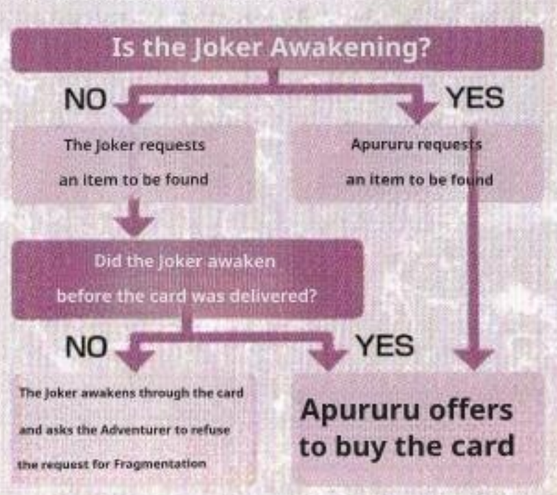
とコーロラコロ

Check: Theft requester

The Joker, its Animacule, and the Book of the Gods were kept by the Ace Cardians in the Magic Tower of Sarutabaruta (→P.103). Honoi-Gomoi was the one who had Nanaa Mihgo steal them. He is a descendant of Galaz Horize, the "Whirlpool Mage" who attempted a coup d'état 300 years ago. By funding Nanaa Mihgo and Uran Mahran (→P.419), among other means, he has acquired the Animacule and is now attempting to resurrect his ancestor.

Check: Story Branches

This Quest unfolds differently depending on how the Windas Mission progresses, as follows:



Windurst Q45 "Yakusoku"

Client: コーロラコロ

Related: Windurst M8-2 "The King and the Clown" (→P.110)

The Star Onion Brigade tries to conceal the Joker with Chamama's Invisible Man seal, aiming to sneak him out. Then the Ace Cardians arrived to retrieve their "king," the Joker. The Star Onion Brigade is reluctant to part. The Joker promises the children, "I'll come back someday," and then leaves.

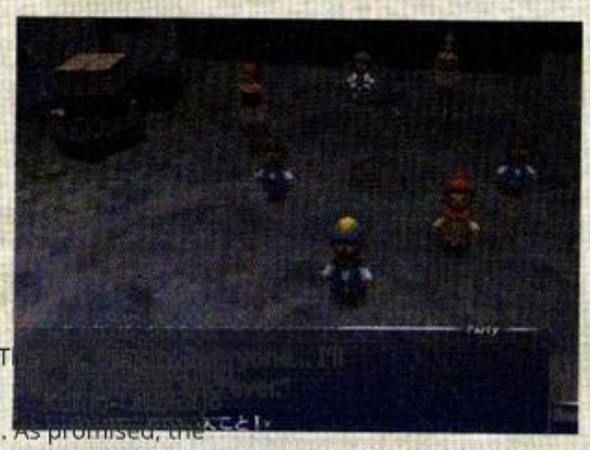
↑ Even as the Joker awakened to his true calling, he never forgot his friendship with the children.

Windurst M8-2 "The King and the Joker" (→P.110) ~ Windurst M9-2 "Moon Reading" (→P.111)

The Awakening Joker harbored the will of Fenrir, who had become one with Karaha-Baruha. After enlisting the help of Adventurers and Star Sibyls to bring about a new "Moon Reading," he concludes his life as a Cardian.

Windurst Q80 "Moon's Guidance" (→p.417) – "To the Children"

The Adventurer, having overcome Fenrir's trial, takes the Joker's now-empty Animacule and hands it over to the Star Onion Brigade. The children, realizing the Joker's death, are overcome with grief. At that moment, the Animacule flickered and, like shooting stars across the sky, it descended upon them. "Kohlo-Lakolo, Joker!" they cried. "We're watching too!" T & Eruzie! We're all the champions of justice, the Star Onion Team. As promised, the Joker returned to everyone as the power of the stars and the moon. I can clearly feel their gaze.



↑ The children and the Joker watching over them

The Righteous Star Onion Brigade: Fin

Check: A promise kept

Kohlo-Lakolo: Joker, you're not dead or anything! Right? You didn't die or anything, did you? You promised, didn't you?! You promised you'd come back, so why the hell didn't you?!

Pichichi: Mr. Ghost .... Did you come back?

Kohlo-Lakolo: Ugh, Pichichi... Yeah, the Joker said he was coming back, didn't he?

Pichichi: Yeah, everyone, the ghosts are back! He's back, and he's gotten so much bigger!

Koracoro: ...Huh? Wow...!?

(The Animacule glows and disappears, and then the sky is suddenly filled with stars)

(Fenrir): Children... I watch over the time you live, the city you live in, and everything. I am watching... for I have returned to this land... Kohlo-Lakolo: Joker! Joker! Joker! Can you hear my voice?! You finally came back!! Joker!Listen! We're watching too! I'll keep watching the sky, the city, and everyone... forever! Never forget! We're all the justice gang, the Star Onion Brigade!

Windurst Quest Series Q46 ▸ Windurst Q47

The Dean Siblings and the Secret of the Staff

Ajido-Marujido, the head of the Orastery, and Apururu, the head of the Manustery, are siblings, but their personalities are quite different. One day, a staff symbolizing their bond was found in The Orastery, and...

Character

Hakkuru-Rinkuru

A clumsy and flustered student at The Orastery. He manages The Orastery in place of the often-absent dean.

Kuroido-Moido

A cool and polite student at The Orastery. Provides precise support to his partner, Hakkuru-Rinkuru.

Windurst Q46: "A Broken World"

Client: Hakkuru-Rinkuru

While trying to dust off the belongings of the director, Ajido-Marujido, Hakkuru-Rinkuru noticed that the staff he seemed to cherish was broken. He decides to glue the staff together until a replacement arrives, and has the Adventurer procure glue for the task.

↓ I'm curious about what kind of staff it is, but For now, let's just glue it together.

Check: The Odd Couple

Ajido-Marujido, the head of ■, is often away conducting his research and is rarely at The Orastery. Therefore, in Quests related to The Orastery, the story primarily unfolds around Hakkuru-Rinkuru and Kuroido-Moido, who are in charge while he's away. One is impulsive, the other is calm and collected. They are quite different, but somehow they make a good team.

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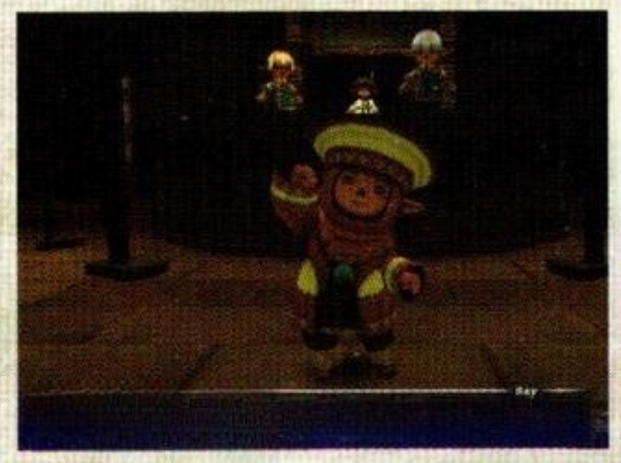
Windurst Q47: "A World for Two"

Client: Kuroido-Moido

After the Kuroido-Moido disposed of the broken staff, it turned out that the staff was irreplaceable. When the Adventurer retrieves the staff from the incinerator, Apururu appears. She tells me that the staff was a keepsake from her mother, which was broken during a fight with her brother.



↓ Through the staff, Apururu and the others It seems they learned the importance of siblings.

The Dean and His Sister: The Secret of the Staff **Fin**

Check: Story Branches

This Quest branches out as follows depending on whether Ajido-Marujido is imprisoned in the Darkness Dungeon in Windasmithion. Note that if Ajido-Marujido is unconscious immediately after being freed from the Darkness Prison, it becomes B, but the conversation right after the Adventurer retrieves the staff changes slightly. A. If Ajido-Marujido is not being held in the Prison of Darkness

Realizing the staff had been switched, Ajido-Marujido leaves in silence, leaving Hakkuru-Rinkuru feeling dejected, fearing he will be fired. In reality, Ajido-Marujido reevaluated the bond between the siblings and generously donated a large number of Cardian Weapons to his sister. Apururu visits The Orastery to express her gratitude.

B. When Ajido-Marujido is imprisoned in the Darkness

Intimidated by Shantotto, who notices the switch of the staff, Hakkuru-Rinkuru becomes depressed, fearing that an angry Ajido-Marujido will break him. After that, Shantotto advises Apururu to go and see what's happening at The Orastery, and so Apururu visits.

Windurst Q48 "Three Staffs"

Client: Hakkuru-Rinkuru

Character

Hakkuru-Rinkuru & Kuroido-Moido

A mage duo from the Ko Institute. In the absence of the director, they are trying their best to gather the opinions of each mage group.

Shantotto

The director of the Ma-□ Institute, who we see frequently. He interrupts the staff trial experiment.

The leaders of the Black, White, and Red Magician Guilds were arguing over which staff to purchase with The Orastery's budget. To reach a consensus, the Adventurer decided to provide the staffs each guild requested and test their performance. However, Ajido-Marujido had already used the budget for something else.

the middle... ↓ Shantotto will try out the staff Chaos ensues. The Adventurer gets caught in

Check: The three wands and the fork in the road

The Black Mage Order insists on spending their budget on the Mithril Rod, the White Mage Order on the Orc Staff, and the Red Mage Order on the Rose Wand. The Adventurer brings these three wands, but it's Shantotto who actually tests them, and the Adventurer is directly hit by her Magic. At this point, either Ajido-Marujido or Apururu will tend to the Adventurer, and just like in Windurst Q47 "Two Worlds," the story branches depending on whether Ajido-Marujido is imprisoned in the Darkness Dungeon.

↑ **If Ajido-Marujido is not imprisoned in the Darkness Dungeon, he claims to have rescued the Adventurer and used the budget for the Operations Unit's research.**

Windurst Q49 "Super Doctor O"

Client: Ohruru

Character

Ohruru

A female mage from The Orastery who's a bit eccentric. She has been researching Magic related to status ailments for 25 years.

Auluru of The Orastery was eager to see some truly mind-blowing status ailments. Adventurers visit her when they suffer from rare status ailments, seeking treatment while also contributing to her research.

↑ **There are three types of status ailments that match Ohruru's glasses: Silence, Curse, and Pestilence.**

Windurst Q50: "The Tragedy of the Orastery"

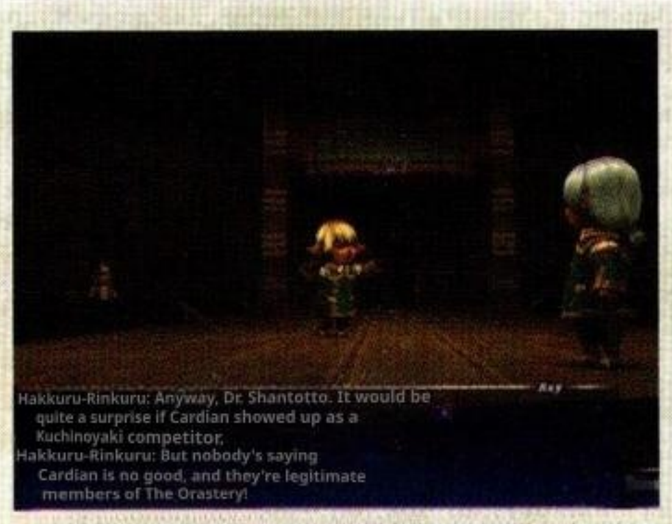
Client: Kuroido-Moido

Wings Q34 **"Blood-Stained Path" (→P.285)**

Character

Kuroido-Moido & Hakkuru-Rinkuru are the caretakers of the □ Academy. Trembling with fear at the horrific plan the former dean brought in.

While the director was away, a Magician Combat Tournament with a danger level of E was planned. In preparation for the tournament, Kuroido-Moido and the others gather data on Adventurers' use of the Club and, as a thank-you, teach them the secret technique Black Halo.



↑ The Orastery was gathering data on Cardian to counter Shantotto, the tournament organizer.

Windurst Q51 "Seafaring Hat"

Client: Piter

Character

Piter

A boy who cries and complains to the Adventurer about his father's hat.

Baren-Moren

Hat Shop. Repairs Piter's father's hat.

Piter has lost his father's hat, a veteran navigator. The Adventurer accidentally fished up the hat, but it was torn. So, Baren-Moren asked Len-Moren, whom the Adventurer had found, to mend it. He fixes the hat with leather and also makes a cloak.

Windurst Q52 "Starry Hill"

Client: Sigismund

Character

Siegismund

A traveler from abroad. With an uncompromising nature, he has made up his mind not to return home until he finds a rare souvenir.

While traveling through Windurst, Sigismund wanted a Meteor Tear—said to be found on Stardust Hill—as a souvenir for his homeland. The Adventurer struggles to obtain it, but...

↑ Since the Meteor Tear melts when touched with bare hands, you can't obtain it without using a Land Fish Scale.

Windurst Q53: Fish Check

Client: Tokaka

Character

Tokaka

A woman from the Fishermen's Guild. She assesses the current flow and water temperature based on the plumpness of the Bastore Sardine caught.

Tokaka gauges the fishing prospects based on the condition of the Bastore Sardine. The Adventurer catches the fish and delivers it to her.

↓ Deliver the Bastore Sardine
And you get 10 Gil per fish.

Windurst Q54: "The Battle of Purgonorgo Isle"

Client: Chipmipopmi

Related: Promathia 5-3A-2 "Two Renegades" (→P.163)

Character

Chipmipopmi

A member of the Fishermen's Guild who claims ownership of Purgonorgo Isle.

Appraise the contract for the Shikaree Three Sisters Island. Who shows up depends on the path taken.

The Chipmipopmi Guild of fishermen attempted to land on Purgonorgo Isle, but a mysterious figure was driving a tank, driving away the visitors. Upon investigation by the Adventurer, it appears that the individual had purchased the island through a legitimate contract. The Fishermen's Guild reluctantly backs down.

↓ The war chariot that tried to drive out the Adventurer left, leaving behind the contract.

↑ According to Shikaree, the contract they say the contract is legitimate.

Check: How to obtain a Meteor Tear

Meteor Tear

Frost that falls on the Starfall Hill for just a few hours.

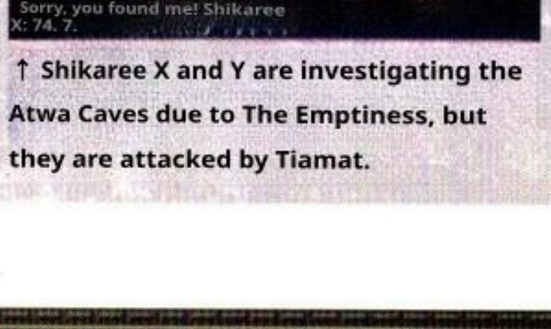
To obtain a Meteor Tear, you must go to the Starfall Hill in West Sarutabaruta at midnight on a clear day, and you need a Land Fish Scale. Moreover, in the end, Zigis Mundt takes it with his bare hands, and it melts away.

Check: The person claiming ownership

Riding in the tank is Bucky Chebky, who owns Purgonorgo Isle. Having once made his fortune by slaying the leader of the Atalforne band of thieves as the bounty hunter "Golden Mane," he feared retaliation from the band's remaining members. So, he bought this island from the Mithra pirates and secluded himself there. These details become clearer when considered alongside the content of Frontier Q07, "Golden Mane" (→P.345), among other sources.

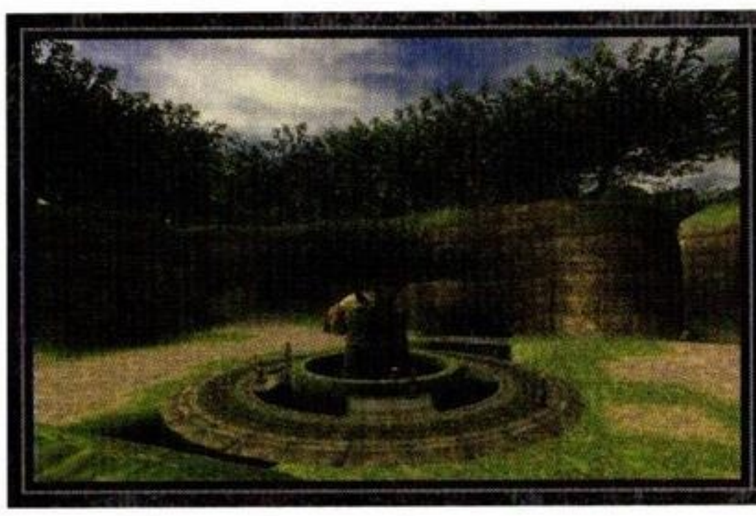
Check: Fork in the road at Attohwa Chasm

Having obtained the island's contract left by the tank, the Adventurer heads to the Attohwa Chasm to confirm its legitimacy with Shikaree. The story's development here varies depending on how far you've progressed in "Chains of Promathia." If the Adventurer is not yet acquainted with the Sin Hunter Mithra, Shikaree Z will appear; if they are, then Shikaree X and Shikaree Y will show up.



↑ Shikaree Z is attempting to subdue the True Dragon Tiamat in the Attohwa Chasm to gain a chance to face Bahamut.

↑ Shikaree X and Y are investigating the Atwa Caves due to The Emptiness, but they are attacked by Tiamat.



QUEST STORY GUIDE

Windurst Woods

The Windurst Federation

Continuous Quest: Windurst Q55, Windurst Q56 ▶ Windurst Q57, Windurst Q58, Windurst Q59

The Manustery and the Cheerful Cardians

The Manustery, a factory producing magical tools, nurtures the Cardians like its own children in a cozy, homely atmosphere. The perpetual challenge is to eliminate the huge deficit that has accumulated over the years.

Character

Kopropropro

A student at The Manustery who is motivated but somewhat lacking in drive. Racking their brains to find a way to eliminate the deficit.

Summary

A junior of Copropoporo. She is kind-hearted and cares for Cardian as if he were her own child.

Apururu

The still-young head of The Manustery. She's a compassionate woman, but her financial acumen leaves room for improvement.

Boyzonaiso

A realist, which is rare in The Manustery. He loves hats so much that he's known as the "Hat Crazy."

Five of Spades, a newly born apprentice Cardian. Because of the Adventurer, she ends up learning a strange greeting.

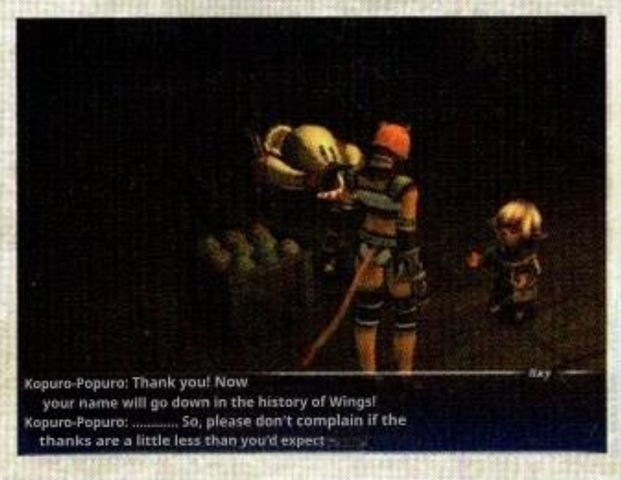
NEW Cardian-kun

A new product crafted by Copropoporo. It should have some groundbreaking features, right?

Windurst Q55 "Birth of the NEW Cardian-kun"

Client: Copropoporo

To unlock the full potential of "NEW Cardian-kun," developed by Kopuro-Popuro, it seems you first need to teach it the scent of a Monster. To that end, the Adventurer will procure the Item dropped by the Sarutabaruta Monster.



↑ Kopuro-Popuro is proud of contributing to the invention is what matters So, they're stingy with the reward. ↓. The honor

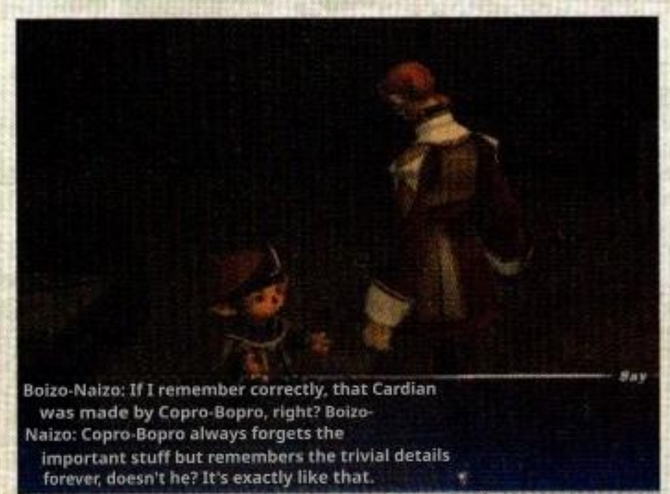
Check: Kopuro-Popuro and Cardian

Kopuro-Popuro creates new products by devising the Magic that breathes life into Cardian. However, those products are all somewhat flawed. The research on NEW Cardian is later put to use by NEW Cardian, but even that has its flaws... ....。

Windurst Q56 "Proper Greeting"

Client: ❑❑❑

An Adventurer who taught a strange greeting to a newly born Cardian. As time passed, that Cardian reached number five, but the odd greeting persisted. The Adventurer, having been scolded, teaches Cardian the correct greeting again.



↑ Boizo-Naizo says that Five of Spades, much like its creator Copro-Popro, grew up with a personality that forgets important things and remembers the unimportant.

← Five of Spades had come to the Buburimu Peninsula, still with that strange greeting in his head, chasing his dream of becoming a Conquest Guard.

Check: Incorrect greeting

At the start of the Quest, you'll teach the only Spare One Cardian ("Spare One" is the name of the Cardian) one of these greetings: "Hello," "Yahoo," or "Oppekepe." From then on, he believes that to be the proper greeting, and he utters those words when Adventurers discover him as Five of Spaces.

↑ "Hello" and "Yahoo" are somewhat acceptable, but "Oppekepū" is quite silly.

Next Page

Windurst Q57: "The Legendary Grand Operation"

Client: Copropoporo

To overcome The Manustery's chronic deficit, Copropoporo came up with a brilliant idea. As legend has it, The Manustery decided to make and sell travel amulets. The Manustery gets Adventurers to procure materials and launches its amulet strategy. However, as a result of Monsters being hunted to procure materials, the need for amulets vanished, and the plan ultimately failed.

↑ As a result, the deficit that was supposed to disappear actually grew. Is this the pitfall of diversifying your business?

Check: Tradition's huge deficit

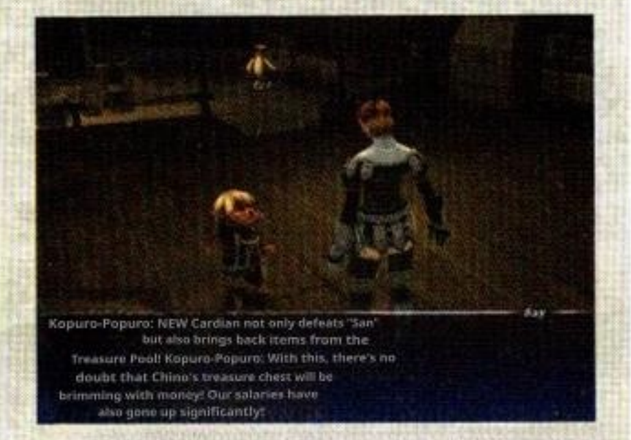
The "legend" that Kopropopro cites dates back to a time long before airships connected cities. In other words, the Manustery had been struggling with a deficit since around that time. It's likely not the sole responsibility of recent directors, including the previous director Zonpa-Zippa, who lacked common sense, and the current director Apururu, who has a poor grasp of economics.

↑ The Manustery, which has been struggling with extreme poverty since long ago. Eliminating the deficit has been the cherished goal of successive generations at The Manustery.

Windurst Q58: "The Ambition of the New Cardian"

Client: Kopuro-Popuro

Based on data from New Cardian, Copropoporo created "New Cardian-sama." This latest version not only fights but can also bring back a specified item from the Treasure Pool. To make the most of this feature, the Adventurer obtains the Item they want NEW Cardian to bring back. Make him remember the scents of those items.



↑ I thought that if we could automatically get the Treasure Pool, it would be easy to eliminate the academy's deficit, but...

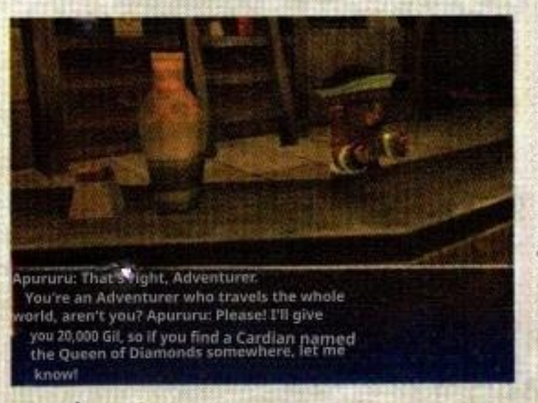
Check the flaws of the NEW Cardian

After completing the Quest, New Cardian is assigned to Sarutabaruta, but he brings back nothing from the Treasure Pool. That's because no Monster that drops the Item New Cardian learned appears in Sarutabaruta. As a result, New Cardian can only wander around searching for a Monster that shouldn't exist, and Copropoporo's plan fails.

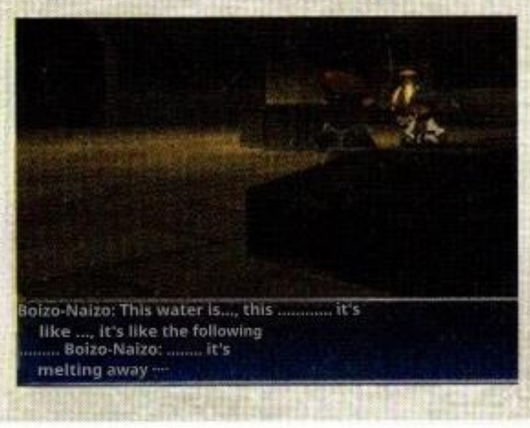
Windurst Q59 "Tears of the Stars"

Client: Apururu

The Queen of Hearts, raised by Apururu, barely made it back from her expedition. Upon witnessing his death with concern for his companion, the Queen of Diamonds, Apururu resolved to search for her and hired an Adventurer with a reward of 20,000 Gil. As a result of the search, the Adventurer discovered a Star Tree Nut, which is a part of Queen of Diamonds' body. Boyzonaiso, a Diamond-type creator, personally purchases the nut and becomes sentimental.



● Apurur mourns the death of the "child" he raised, and his heart She tries to settle the remaining balance.



↑ Queen of Diamonds The Diamonds' nut was covered in ice that looked like tears.

Check: Tears in the Eyes of Demons

Upon learning that Dean Apururu is about to spend a large sum of money searching for Cardian, Boisonaizo becomes furious, declaring, "That's why the deficit won't go away." Even such a realist as he was must have been moved when the nut of the Queen of Diamonds, whom he considered his child, was found with ice resembling tears. He uses the 5,000 Gil he saved to buy a new hat from the hatter to purchase the nut from the Adventurer.

↑ Boizo-Naizo, who is even called the Hat Fool, provides the funds for the hat. Despite denying sentimentality and feigning composure, deep within his heart...

The Manustery and the delightful Cardians Fin

Windurst Q60 "The Crawler Hunter"

Il'Bozja

Character

Il·Borgia, the breeder at the Dhalmel ranch. He asks the Adventurer to deal with the Crawler.

The Crawler has ravaged the Dhalmel's favorite food, Papaka Grass. The Adventurer, at Il·Bogia's request, hunts the Crawler.

↓ Silk thread or Crawler dropped by a Crawler In exchange for the — stone, you will receive a reward.

Continuous Quest: Windurst Q61 and Windurst Q62

A Small Incident in the Chocobo Stable

Quu Lelu's unusual Chocobo, whose favorite food is stew. One day, that Chocobo suddenly lost its energy...

Character

Quu Lelu

Mithra, who manages the Chocobo stable, speaks in the first person using "I." He asks the Adventurer for help to save the Chocobo suffering from a disease.

Tapo-Lizeh

Mithra's apothecary. A motherly figure.

Ranpi-Monpi

The cook who made Chocobo a fan of stew.

Windurst Q61: "The Sick Chocobo"

Client: Quu Lelu

One of the Chocobos in the Chocobo stable managed by Quu Lelu has not been feeling well lately. When trying to buy medicine at Mithra's pharmacy, they say they're out of ingredients. The Adventurer provides Papaka Grass as an ingredient and has the medicine prepared.

↓ The apothecary Tapo-Lizeh, It's said to cure any disease They will make a secret potion.

Windurst Q62 "Special Stew"

Client: Quu Lelu

Although the medicine was obtained, the sick Chocobo was reluctant to take it. The Adventurer decides to mix the medicine into Ranpi-Monpi's special stew, which is said to be the Chocobo's favorite, and helps Ranpi-Monpi with the cooking.

The Adventurer, the special stew The essential mushroom, Mayoi ↓ To go pick Take.

The Chocobo Stable Incident *Fin*

Windurst Q63 "Top-selling products"

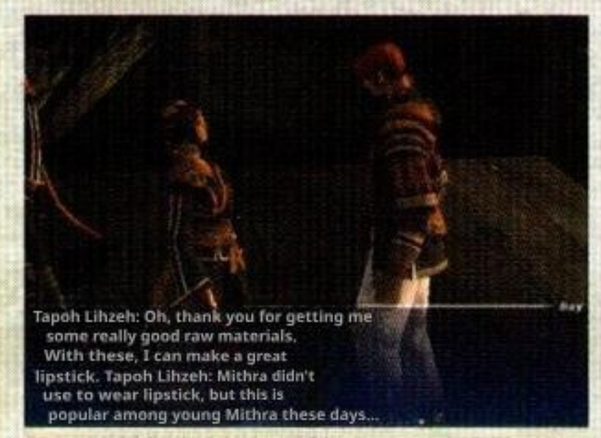
Client: Tapo-Lizeh

Character

Tapo-Lizeh

The manager of "Mithra's Apothecary." To meet the needs of young Mithra, the shop also sells items other than medicine.

Mithra's Apothecary is running low on its best-selling, lesser-known items. At the request of the store manager, Tapo-Lizeh, the Adventurer procures the Remi Shell and Beehive Chip needed as ingredients for the products.



↑ It seems they make lipstick from Beehive Chip and sell it in a Remi Shell container.

Windurst Q64: The Legend of the Fighters

Client: Sonimuni

Character

Sonimuni

Adventurer. Tries to get his partner to move his lazy behind.

Gotta Maborshiano

Sonimuni's partner. Lately, his spirit for adventure has waned.

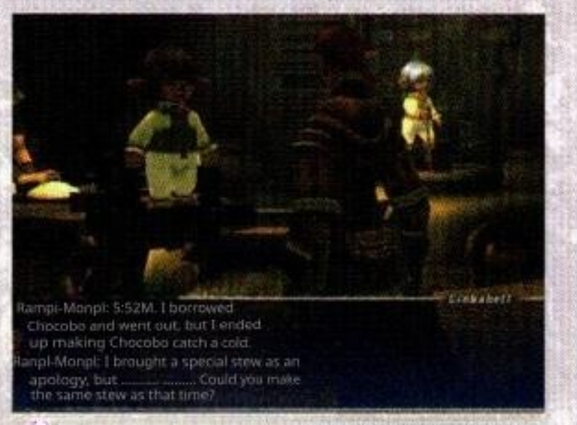
Sonimuni wants to set out in search of the Pirate King's secret treasure, but his partner, Gottah, doesn't seem enthusiastic. Troubled, Sonimuni seeks help from the Adventurer to rekindle his partner's passion.

↑ They decide to use the legend of Great Scorpion, the fighter Gottah admires.

Check "Ranpi-Monpi's Special Stew"

A special stew crafted with all the skill of Ranpi-Monpi from the Windurst Cooking Guild. It's said to be made by simmering 32 carefully selected ingredients, but it certainly doesn't look like something humans would eat. However, just the smell alone makes it look incredibly delicious.

Ranpi-Monpi's special stew contains Mayo-Itake, a "nasty fungus that, once you taste it, makes other food unpalatable." In short, it seems this Chocobo doesn't have a real disease; the stew is simply making it refuse other food. As proof, right after being given the stew, he becomes energetic, but after a while, he stops eating anything other than the stew again.



↑ It seems that Ranpi-Monpi once made this Chocobo catch a cold and delivered a special stew as an apology, which was the start of it all.

Check: What these two anecdotes reveal

The fighter Gotta admires, "Great Scorpion," is said to have subdued a giant scorpion with his bare hands. Drawing inspiration from this tale, the Adventurer obtained a giant scorpion [illegible] from the Maze of Shakhrami. Upon learning this, Sonimuni and Gotta recall the tale of the legendary pirate king: "When the sea breeze blows through the holes in my eyes, I feel the sting of a scorpion's needle in my chest, and the treasure sinks to the depths of the earth." This sparks their excitement, leading them to believe that the pirate king's secret treasure might lie within the Maze of Shakhrami. However, they lack the skills to go there, and in the end, they can't set off on the journey.

Continuous Quests: Windurst Q65 and Windurst Q66

Mithra the Thief's Order

Nanaa Mihgo, who lives in the Forest District, is a villainous character, but there's something about him that makes him somewhat likeable. Is wealth the best way to win the heart of such a woman?

Character

Nanaa Mihgo

The infamous "Thief Mithra." He only befriends those who bring "nice things," such as jewelry.

Cha Lepaguta & Bopa Greso

Nanaa Mihgo's subordinate. Their personalities are quite different.

Valun

Naner Mee

A victim of Go.

Windurst Q65: "Want to be friends?"

Client: Nanaa Mihgo

It seems that to become friends with Nanaa Mihgo, you need to give her something that pleases her. The Adventurer, following the advice of her henchmen, obtained a Yagudo rosary. He gives it to Nanner as a greeting gift and succeeds in becoming friends with her.

↓ Yaguu to Nanaa Mihgo
I took the Dodo rosary.
You can also get "Odachin."

Windurst Q66: "The Feel of a Gem"

Client: Nanaa Mihgo

An Adventurer tasked by Nanaa Mihgo to assess the value of a certain stone. The Bastokan Goldsmithing Guild deemed the stone worthless, and he sold it for next to nothing. However, upon learning that its rightful owner, Valun, was searching for it, he decided to retrieve it himself.

↓ That stone is from the Valbro Mine.
Mined with, containing mysterious Magic powers.
It was a rare find.

Mithra the Thief's Order **Fin**

Windurst Q67 "Gemini Stone Bond"

Client: Gio Agili

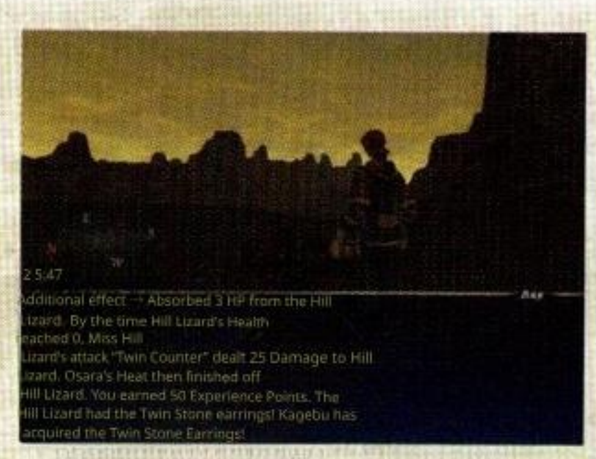
Related: Windurst Q76 "Sin Hunter" (→P.408)

Character

Gyo Ajiri

The elderly Mithra. To persuade Semih Lafihna to become the chief, he asks the Adventurer to retrieve the Twin Stone earrings.

Semih Lafihna, the chief guardian, was reluctant to become Mithra's next leader. To persuade her, Gyō Ajiri sends an Adventurer to find the Twin Stone earrings.



↑ The Twin Stone earrings can be found in the Meriphataud Mountains, which became a battlefield over 20 years ago.

Windurst Q68 "Wakagi"

Client: Perii Vashai

Character

Pelli Vashai

The current chief of the Windurstian Mithra people. He is also a master archer.

An Adventurer who trains as a Ranger. Seeing this, Parih Vashal presents a test to dispel the uncertainty within the bow.

completing the trial, the archery skill En
You can master the Pyrii Arrow. ↓ Upon

Check Prohibited Items

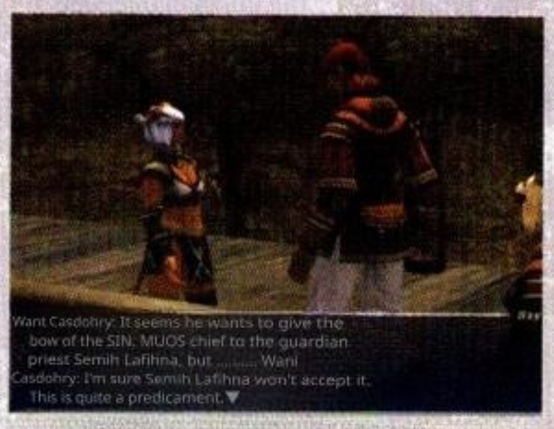
Yagudo's rosary

A copper necklace worn by Yagudo. Humans cannot equip it.

The Yagudo Rosary is an Item obtained by defeating a Yagudo, but in Windurst, which is formally in a friendly relationship with them, fighting Yagudo is not a commendable act. Because of their nature, Yagudo rosaries are prohibited items, and they seem to sell for a fairly high price.

The meaning of Check earrings

Gemini stones come in pairs, and they only fit together when paired with their counterpart. Among the Mithra, there is a custom of turning these into earrings and sharing them among relatives as a Mark of Bond. Furthermore, Mithra's current patriarch, Perry Vashai, and Semih Lafihna, who is seen as the next patriarch, hold a secret that Semih doesn't know. The gemstone earrings from the Meriphataud Mountains hold the key to that secret, and the Mithra want to give them to Semi so that he can learn the truth. In a series of Quests involving Ranger Artifact equipment, Perry gives these earrings to Semi, and the secret is hinted at in passing (→P.408).



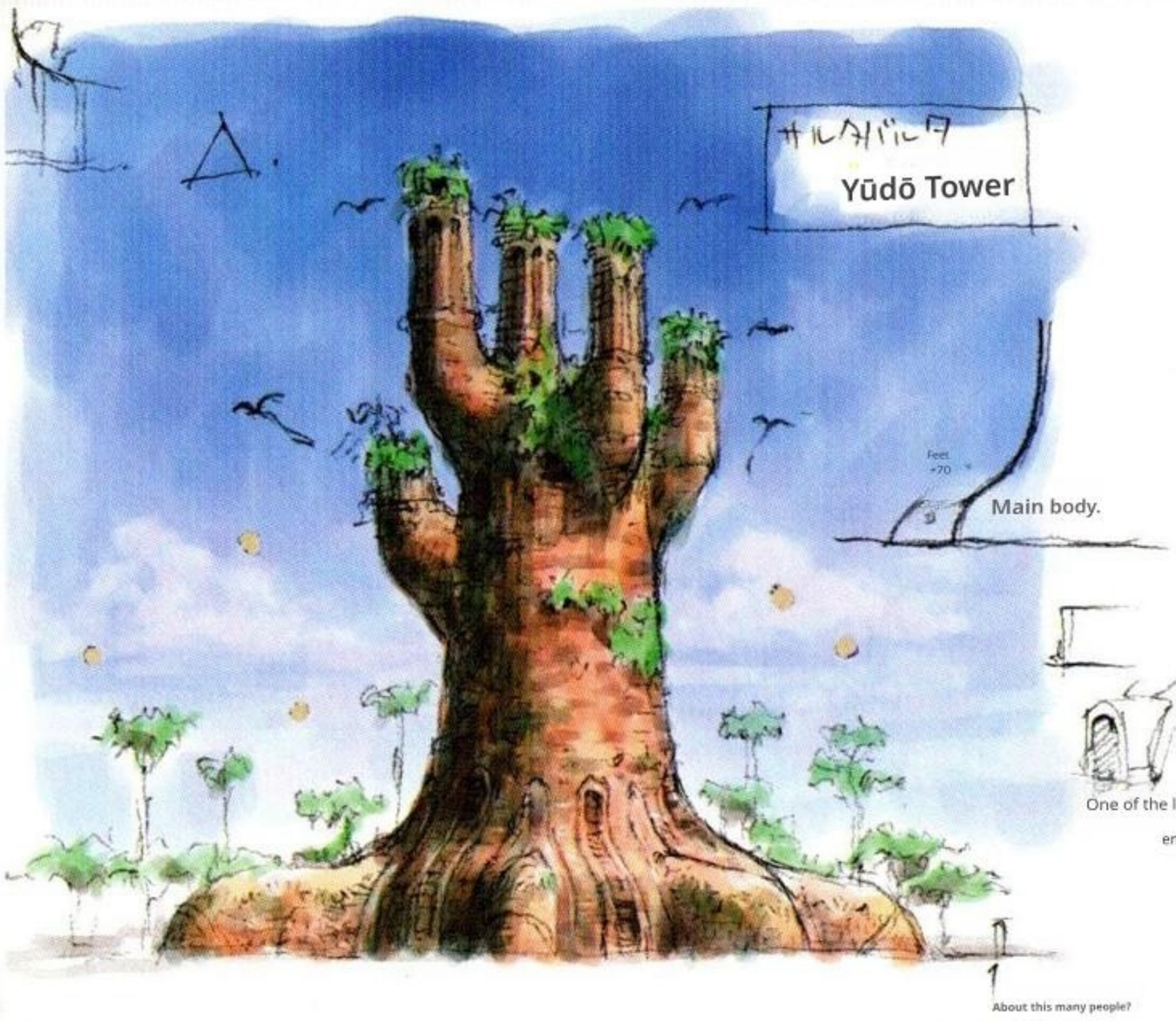
↑ Gyoh Ajiri and the others are acting in accordance with Perry V. Ashai's wish to have Semih Lafihna succeed him.

FINAL FANTASY XI

ART GALLERY

Concept Art Gallery

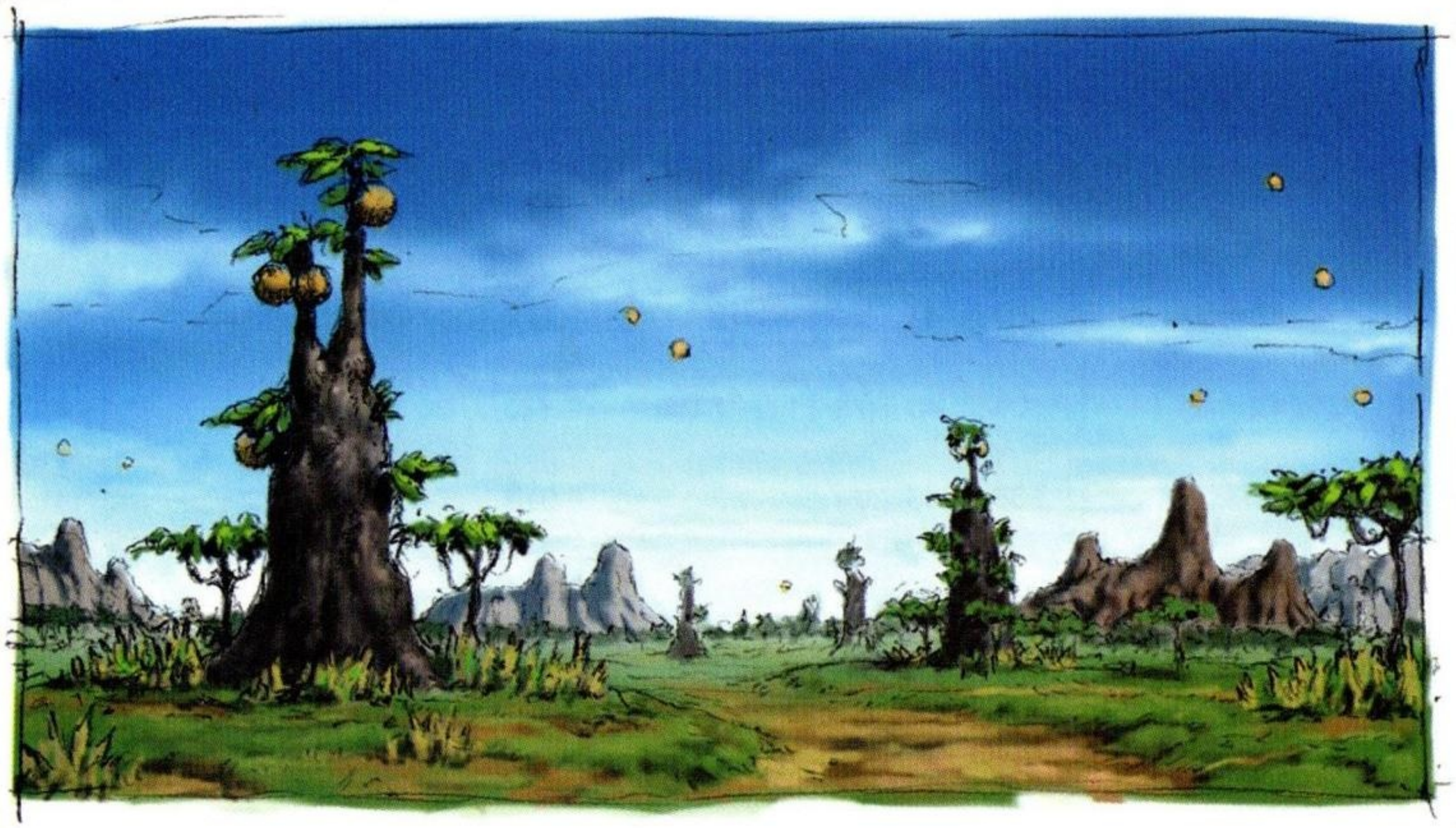
~Federation of Windurst Edition~



Horutoto Ruins: Magic Tower

Windurst Walls

Sarutabaruta



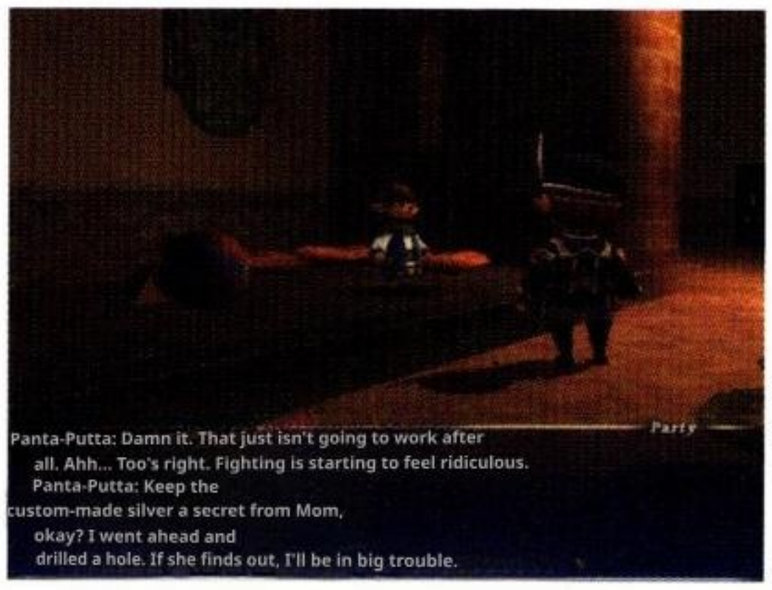
Quest Story Guide

Grand Duchy of Jeuno Quest

The Grand Duchy of Jeuno

Multiple stories intertwine as they unfold

The Grand Duchy of Jeuno, the heart of modern civilization, is a melting pot of diverse individuals. The stories that unfold there are equally varied, spanning from Adventurers testing their mettle to tales of children growing up, and even romantic entanglements. One notable feature is the abundance of continuous Quests. However, it's not just about quantity; what's truly remarkable is how Quests can be interspersed with other Quests, or how multiple continuous Quests can be combined to form a cohesive story. Among them, the quest series involving Ferou is an extended story that expands the world of "Treasures of Aht Urhgan."



← Often, completing a different Quest advances the story of a Quest you were previously tasked with.

◆ Grand Duchy of Jeuno Quest List

No.	Quest Name	Listing page
01	Pushing the Limits	P.299
02	Climb every high mountain	P.299
03	Where the wind goes	P.299
04	Like clouds covering the sky	P.300
05	To the Heavens Tower	P.300
06	May you rest in Light	P.300
07	The path to the North	P.301
08	Empty Memories	P.301
09	Sending a brocade to my hometown	P.301
10	The delicate clock tower	P.302
11	Transactions at Tenshodo	P.302
12	Collect signatures	P.303
13	The Clock Tower and the Young Man	P.303
14	Candle for a deceased husband	P.303
15	Candle ingredients	P.304
16	Something I left for you	P.304
17	Crest of Davoi	P.304
18	Help My Sister!	P.305
19	Wounded Chocobo	P.305
20	Runaway Chocobo	P.305
21	Trust in Oneself	P.305
22	The name of that person is	P.306
23	The Girl and the Mirror	P.306
24	Those Who Are Guided	P.307
25	The Power of Duality	P.307
26	Profound	P.307
27	Amakaze	P.308
28	Words to convey	P.308
29	The feelings of two people	P.309
30	Signals from the Heart	P.309
31	The dragon and the tiger battle each	P.309
32	The chameleon's deception	P.309
33	Borghertz's Lost Magic Hand	P.310
34	The Mysterious Ruins of Pso'Xja	P.310
35	The vanished Ginsei	P.310
36	Street Light Volunteers	P.311
37	Tenshodo membership	P.311
38	The Mystery of Beadeaux: Parts 1 and 2	P.311
39	To the Empire of Aht Urhgan	P.311
40	Goblin Bag 1–5	P.312
41	Yobakuri's Bags 1–3	P.312
42	Tailor Goblin	P.312
43	Collecting Talut Cards	P.313
44	Taking out the trash	P.313
45	Let's make your own fortune-telling ball!	P.313
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49	A housewife's commitment	P.315
50	There's no scarecrow.	P.315
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52	There's a familiar touch!	P.316
53	A Test of True Love	P.316
54	In Search of True Love	P.316
55	False Charges	P.317
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60	The Golden Feather	P.405
61	Those scattered in the Darkness	P.405
62	A new dawn	P.405
63	A desperate Bard	P.406
64	An Ceic monument to poetry	P.406
65	Bard Jobgette	P.406
66	Damaged items	P.407
67	A Requiem for Whom	P.407
68	Where the Wheels of Time Intersect	P.407
69	Prelude	P.427
70	Unfinished Round Dance (Waltz)	P.427
71	Polyphony of Remembrance	P.428
72	The Stage of Resurrection	P.428
73	Blessing Finale	P.429
74	Carrying the sun's ring	P.176
75	The Shadow of the Dead	P.176
76	What do you think about while you're in the world?	P.177

QUEST STORY GUIDE

Ru'Lude Gardens

Ru'Lude Gardens

The Grand Duchy of Jeuno

Continuous Quest: Jeuno Q01 ▶ Jeuno Q02 ▶ Jeuno Q03 ▶ Jeuno Q04 ▶ Jeuno Q05 ▶ Jeuno Q06

The Trials of Grandpa Limit

Maat, known as the "Old Man of Limits," has been presenting challenges to those who seek them, guiding them into uncharted territory. But what awaits beyond all his trials is...

Character

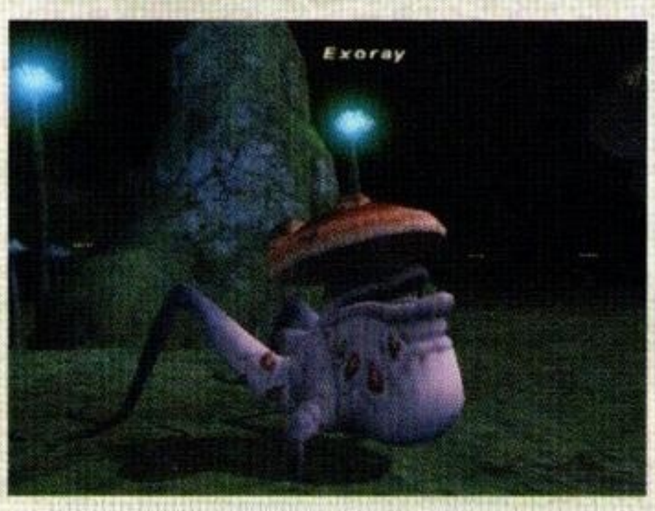
Maat

Despite his advanced age, he is a master of combat and serves as a mentor to the Grand Duke's Imperial Guard. He challenges promising young individuals, helping them surpass their current limits.

Jeuno Q01: "Pushing the Limits"

Client: Maat

Recognizing that the Adventurer, who has a wealth of experience, still has room for growth, Maat proposes a challenge designed to push beyond their current limits. The challenge is to procure three items: the Papyrus of Ancient Magic, the Exoray Mold, and the Bomb Coal. The Adventurer prepares the requested items and surpasses one of their limits.



↑ You can only get all three Items by defeating a powerful Monster.

Jeuno Q02: "Climb every high mountain"

Client: Maat

The Adventurer overcame the previous trial, but according to Maat, this is not yet the true limit. Therefore, Maat presents a new challenge to the Adventurer who seeks to push their limits: retrieve three types of Ice Stone from the northern land of Zalucard.

↓ According to Maat, this trial is It seems to be the prelude to breaking through limits.

Jeuno Q03 "Where the Wind Goes"

Client: Maat

Some time passed after the Adventurer had overcome two trials. Maat, believing it was time for the next trial, instructed the Adventurer to bring him the emblems of all three Beastmen: Orc, Quadav, and Yagudo.

↓ The three emblems represent the respective Beastmen You can pick them up at the base.

Next Page

Check Maat's Trial

The Quest series begins with "Jeuno Q01: Challenge the Limits." As the Adventurer approaches their current level cap, they can take on Maat's Trial. Clearing this trial raises the level cap. Additionally, the final Quest in the series, Jeuno Q06, "Be with the Light" is a sequel quest where Maat grants the wishes of Adventurers who have surpassed all limits (→P.300).

◆**Required level and new level cap**

Quest	New level required for challenge, and the new level cap	the
Jeuno Q01 "Pushing the Limits"	50	55
Jeuno Q02 "Climb every high mountain"	51	60
Jeuno Q03 "Where does the wind go?"	56	65
Jeuno Q04 "Like clouds that stretch across the sky"	61	70
Jeuno Q05 "To the Heavens Tower"	66	75

↑ Often, the challenge lies in obtaining a specific Item.

Jeuno Q04: "Like Clouds Spreading Across the Sky"

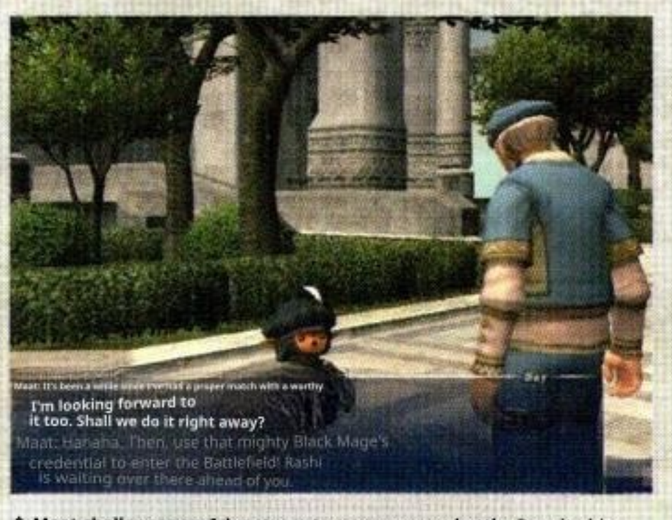
Client: Maat

In this latest trial, the adventurer had to travel across the world. You must obtain the Beastmen's Seal and deliver it to four people scattered across the world. The Adventurer, guided by Maat's words, locates the four individuals and returns with proof that the Beastmen's Seal was delivered, thereby completing the trial.

Jeuno Q05 "To the Heavens Tower"

Client: Maat

Maat challenges any Adventurer who has obtained the "Proof" of their current Job to a one-on-one duel. If the Adventurer wins, Maat tells the story of a certain ship captain. He wanted to protect the smiles of all the Jeunoans—it was that desire that drove him.



↑ Maat challenges an Adventurer to a one-on-one battle. Despite his age, his skills are overwhelming. When he challenges with half-hearted resolve, he is swiftly defeated by the Dream Asura Fist.

← Jeuno, transformed into a metropolis by the Ka of Kam'lanaut and Eald'narche. Having doubts about that, the "Captain" is said to be trying to protect this land with his own strength.

Jeuno Q06 "May the Light be with you"

Client: Maat

The Adventurer passed the trials in all the Jobs that would allow them to take Maat's final test. Maat, at the Adventurer's request, literally "takes off his hat." He hands one of his favorite hats to the Adventurer, hoping that someday they will carry on this aspiration.

screen. ↓ Maat takes off his hat, but then You can't see what's happening on the

The Trial of Grandpa Limit — Fin

Check: The 4 people to find

The "Four Somewhere in the World" are chosen, one each from the four regions of San d'Oria, Bastok, Windurst, and Selbina or Mhaura. Maat only gives hints, so you have to use those clues to find the right person.

Maat's clues are based on how that person is involved in the Quest, among other things. For example, if it's the "young man who always has bad breath," then it's Malokdair, who's eating the Exorcist's garlic in "Vampire Defense Techniques." Additionally, the coordinating a bronze subriga outfit for San d'Oria Q27" refers to the fashion-conscious Bastokan girl, Bridget. The hint indicates the outfit she requests in Bastok Q23, "Bridget's Fashion Check."

Check the identity of the "Captain"

Maat recounts his past as "The Tale of a Certain Captain." Back when Jeuno was a humble fishing village, he rescued Kam'lanaut and Eald'narche in the stormy sea. However, he saw the danger in how quickly the two had transformed the town, and so, to protect Jeuno, he began training promising young people.

↑ Maat questioned Kam'lanaut and the others' motives, but he couldn't gain support from those around him.

Column: Four Quests in the "Bobcat" Series

Among the Quests, there are a total of four titled "Bobcat's ~," which became available just before the release of "Treasures of Aht Urhgan." The quests are largely identical in content. To promote Salaheem's Sentinels, a mercenary dispatch company from the Empire of Aht Urhgan (→P.187), you approach people wearing a Lynx badge in a different color for each country where you've accepted the quest. The reward is an invitation card in the same color as the badge, and depending on how many you have, you can get items from President Naja Salaheem.

◆"Bobcat" Quest List

Country name	Quest Name	Client	Badge and Invitation Card Color
San d'Oria	Bobcat's Guide	Amti Yaal	Red
Bastok	Bobcat's Temptation	Alibum Falib	Blue
Windurst	Bobcat's Wink	Ibwam	Green
Jeuno	Mountain Cat's Invitation	Azimuth	White

↑ The promotional dialogue often provides key insights into the setting and basic story details of "Treasures of Aht Urhgan."

Jeuno Q07 "Guidance to the Northern Lands"

Client: Radevpaul

Character

Radevpal

An elderly man who, due to his difficult experiences during The Crystal War, cherishes the monument to peace. He has a map of Castle Zvahl.

Radevpaul intended to entrust the map of Castle Zvahl to someone of sufficient ability to avert the calamity in the northern lands. The Adventurer demonstrates their abilities and receives the map from him.

↑ Obtaining the Sword Flame Degen will serve as proof of your prowess to Radevbaar.

Jeuno Q08 "Empty Memories"

Client: Harris

Related: Promathia 1-2 "Beneath the Tower" (→P.156)

Character

Harris

A Jeunoan alchemist. Together with the Armathrwn Society, he is trying to uncover the true nature of the "Vain."

The incorporeal entity known as the "Vain" that dwells within Promyvion. For Harith, who is pursuing its true nature, the Adventurer obtains fragments of memory left by the Vain and hands them over to him.

↑ You can exchange these memory fragments for "Anima" that weaken enemies.

Jeuno Q09 "Bringing Brocade to My Hometown"

Client: Taiyuja

Related: Promathia 2-2 "City Without a Lord" (→P.157)

Character

Tayujia

The steward at the residence of the Grand Duke of Jeuno. A guest staying at the mansion has ordered an unusual item, and she's having trouble sourcing it.

It seems that a prominent member of the Armathrwn Society recently hosted guests at their official residence, and these guests are requesting rare items not found in stores. At the request of Tailleugeas, who takes care of the guests, the Adventurer agrees to procure those items.

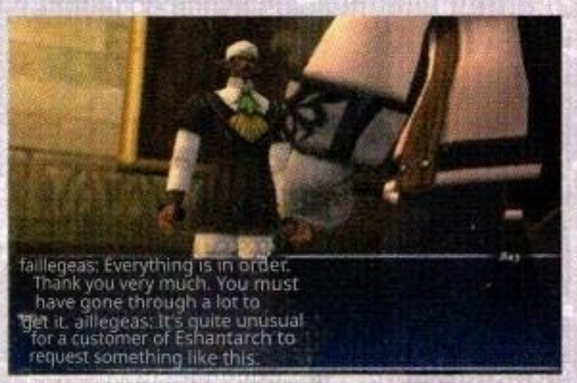
↑ Depending on the progress of "Chains of Promathia," the "dignitary" will be either Nag'molada or Esha'ntarl.

Check "Guest" and order

The requested Items come in a set of 3 to 5, and one set is randomly selected from a total of 5 patterns. They're all quite odd, but who is the "guest" requesting these items? Judging from Tailleurja's comments on each Item and the conversation in the Tavnazian Safehold after completion, it seems the client is the Chebki siblings.

◆ Items requested by Tailleurja

Pattern A	Goblin bread, Goblin pie, Goblin-style mushroom stew, Goblin doll, and fake Goblin Gil
Pattern B	Kaiserin's cosmetics, Chocobo's bedding straw, Basic Magic Practice
Pattern C	Set, Snow Gelato, Adamantine Rice Ear, Dart, and New Momochan
Pattern D	Oriental paper, silver belt, Lord's rice ball, shuriken
Pattern E	Turquoise ring, Sfean earrings, Nafir's bag, and Fernand's day



↑ Tailleur gives different feedback for each set prepared by the Adventurer.

↑ It seems the Čebki siblings had an Item prepared as a souvenir for their hometown.

Column: About "Artifact"-related Quests

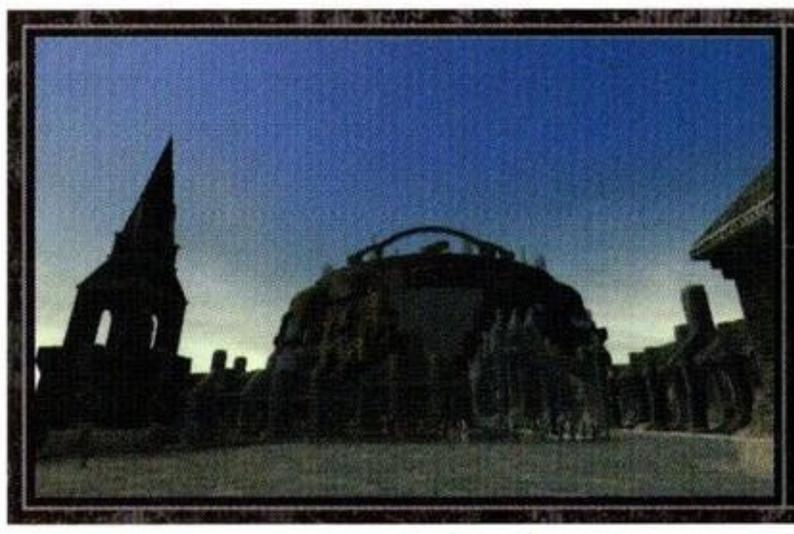
Some Quests allow you to learn a Job-specific technique called a "Mythic Weapon Skill" (hereinafter, "Mythic WS"). Like "Artifact Warrior," the title features the corresponding Job name. There are 20 quests in total, but their content is identical.

To complete this Quest, you must first obtain a Vigil weapon called an "Artifact" for each Job through the Assault "Nyzul Isle Inspection Order." When you equip it and speak to Zalsuhm at the junk shop Muckvix, his craftsmanship transforms the Artifact into a semi-Awakened state. After using the Artifact, speak to Zalsuhm again, and he will infuse the Adventurer with the "Artifact Power" that emanates from the Weapon, transforming it into the "Mysic WS" ability.

◆ Mithic Weapon Skills that can be learned for each Job

Job	Available Mysic WS
Warrior	Kings Justice
Monk	Asketen Zollun
White Mage	Mystic Boon
Black Mage	Vizofnir
Red Mage	Rozlephatal
Thief	Mandrik Stub
Paladin	□Ie
Dark Knight	Insurgency
Beastmaster	Primal Land
Bard	Moderate Thyme

Job	Mysic WS you can learn
Ranger	True Flight
Samurai	Jū no Tachi - Ranō
Ninja	Kamhubli
Dragoon	Cloud Dragon Transformation
Summoner	Garland of Bliss
Blue Mage	Expiation
Corsair	Redensaryute
Puppetmaster	Renkō Rokugōken
Dancer	Pyrrhic Creos
Scholar	Omniscient



QUEST STORY GUIDE

Upper Jeuno

Upper Jeuno

The Grand Duchy of Jeuno

Jeuno Quest Series Q10 ▶ Jeuno Q11 ▶ Jeuno Q12 ▶ Jeuno Q13

Protect the Clock Tower

Garmut, who had been struggling in the past, grew into a capable clock tower caretaker with the support of the elderly Narihira and others. However, the clock tower—his reason for living—faces the looming threat of demolition.

Character

Garmut

A young man who became a clock tower maintenance worker and overcame his distrust of people. Upon hearing that the clock tower is about to be demolished, he once again feels his heart closing.

Narihira

A former Clock Tower mechanic. She wants to retire and let Garmut handle the work, and she watches over him with warmth.

Garnev

A member of Tenshodo. Demands the Orcish Gold Mask in exchange for the Clock Tower's oil.

Derrick

The receptionist at the Jeuno Chamber of Commerce and Industry. He teaches you how to create a petition to preserve the Clock Tower.

Jeuno Q10 "The Delicate Clock Tower" (Part 1)

Client: Garmut

Garmut, a young man from Galka, was enjoying a fulfilling life as the Clock Tower's maintenance technician. One day, the clock tower was running low on oil, but it was a listed item that could only be purchased at Tenshodo. The Adventurer heads to Tenshodo on Garmut's behalf.

↓ Garmut helps the town. He took pride in this task.

Jeuno Q11: "Transaction at Tenshodo"

Client: Garnev

Tenshodo was handling the Clock Tower oil, but due to the unique rules of the black market, they said they could only exchange it for the Orcish Gold Mask. The Adventurer accepted this demand and obtained the Clock Tower oil.

↓ Garnev of Tenshodo, Tenshodo. As a rule unique to the Crystal Hall, Request a barter exchange.

Jeuno Q10 "The Delicate Clock Tower" (Part 2)

When the Adventurer returned to Garmut with the Clock Tower oil, there was talk of demolishing the Clock Tower. Garmut feels like he has lost his purpose in life, and his shoulders slump. If we collect signatures for a petition to preserve the clock tower, the plan might be canceled, but...?

Galmut, who has lost his purpose in life. As before, he distrusts humans. ↓

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Check: Garmut and Narihira

Garmut came to Jeuno three years ago and worked hard to open his own shop. However, just as he had saved up some money, he fell victim to a vicious scam and lost everything. It was Narihira, the clock tower maintenance technician, who helped him recover from his distrust of people. Narihira guided Garmut onto the path of a mechanic, teaching him the joy of hard work and the happiness that comes from helping others. Eventually, Narihira retired, but the two remain tightly bound by a strong bond.

↑ Garmut is grateful to Narihira, and Narihira keeps an eye on Garmut.

Check: How to get oil

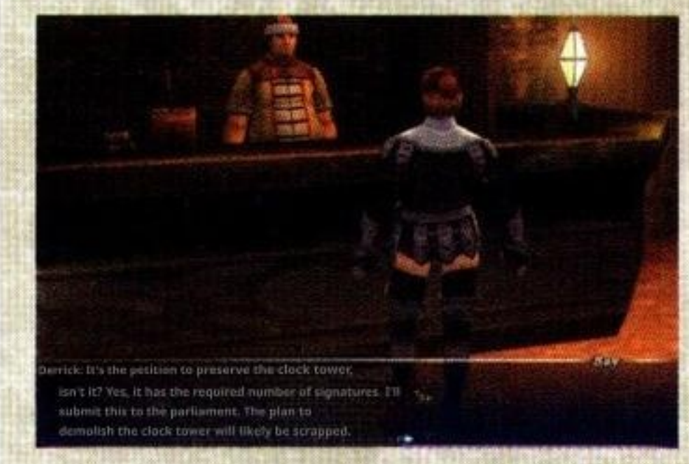
Orcish Gold Mask: A golden helmet worn by Orc royalty. Due to its unique shape, humans cannot equip it.

The Orcish Gold Mask, which can be traded for Clock Tower Oil, can only be obtained by defeating a specific Orc. Furthermore, only those who have joined Tenshodo can use it in the first place (→P.311).

Jeuno Q12: "Collect signatures"

Client: Derrick

An Adventurer visited the Chamber of Commerce and Industry to demand that the plan to demolish the Clock Tower be canceled. They're told that if they collect 10 signatures, the plan can be stopped, so they rush around town with a petition to save the clock tower.

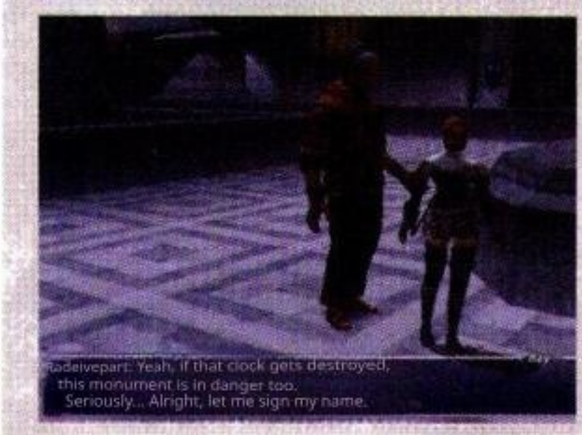


↑ Many people sign the petition, including those who support Garmut and those who love the Clock Tower itself.

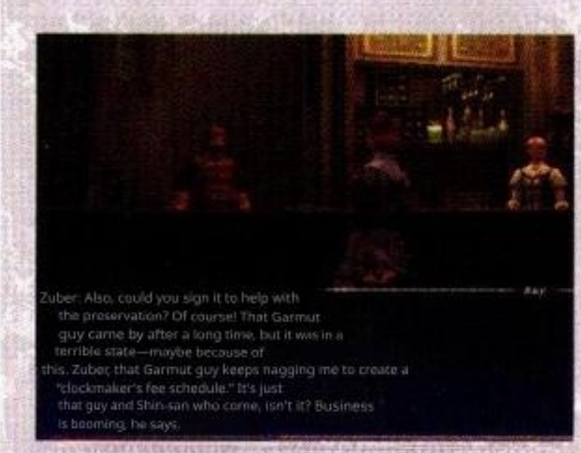
← A petition with 10 signatures was submitted to Derrick at the Chamber of Commerce and Industry. With this, the plan's cancellation is now almost certain.

Check: 10 people who will sign

The petition has been signed by one person from Ru'Lude Gardens, six from the Upper District, two from the Lower District, and one from the harbor. Most people in the upper strata know Garmut well and sign out of sympathy for him. People from other areas sign because they want to help those in need, and because they have doubts about the Jeunoan system that is pushing for change.



↑ Radeivpart, who values the past, supports the preservation of the clock tower to protect the Peace Monument he holds dear.

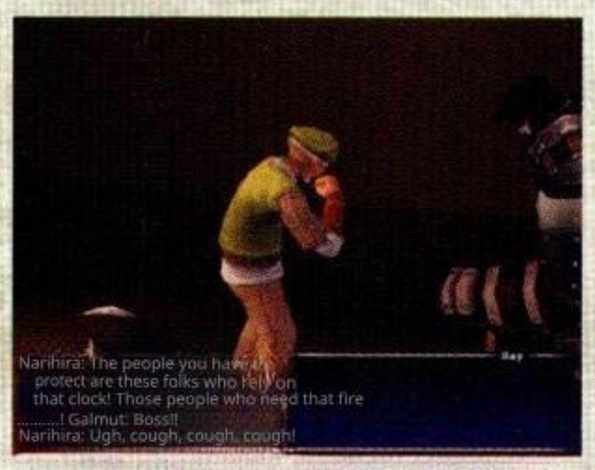


↑ Zuber, who will sign in Upper Jeuno. Collecting signatures is challenging because there are restrictions on entering his tavern, the Marble Bridge.

Jeuno Q13: "The Clock Tower and the Young Man"

Client: Garmut

Thanks to the Adventurer, the plan to demolish the Clock Tower was scrapped. However, Garmut, unaware of this, remained closed off, believing he had lost his job. Narihira, the Clock Tower's former maintenance worker who knew Garmut well, explained the situation to him and scolded, "You're like a stopped clock right now." Upon hearing this, Garmut reflected on his actions and expressed gratitude to the Adventurer who had protected the Clock Tower.



↑ Narihira, who had temporarily returned to the scene despite his aging body, scolded Garmut, who had abandoned his duties out of despair.

Protect the Clock Tower **Fin**

Jeuno Quest Series Q14 ▸ Jeuno Q15 ▸ Jeuno Q16

Memories of a deceased husband

Irmida's late husband struggled to express his feelings in Robeta. Irmida spends the rest of her life cherishing the memories she shares with him, but one day, an opportunity arises for her to understand her husband's feelings.

Character

Irmida

A war widow. Through the will of Brandolf, her late husband's boss, she receives financial support from his son, Wolfgang.

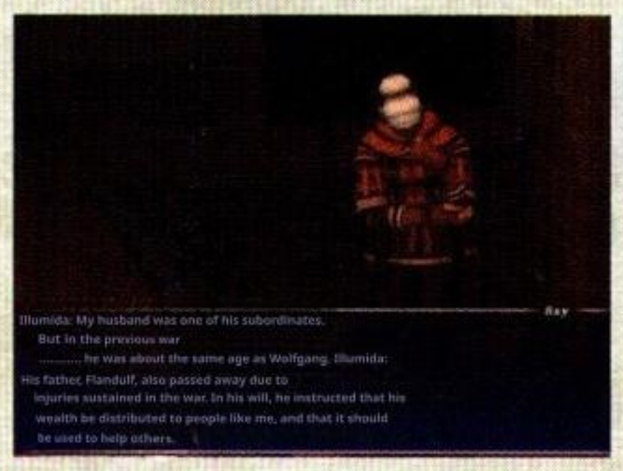
Ruriette

A woman who works at the Cathedral of the Goddess. She provides candles in exchange for lanolin, the raw material.

Jeuno Q14 "Candle for a Deceased Husband" (Part 1)

Client: Irmida

Irmida, who lost her husband in The Crystal War, lives with the support of Wolfgang, the leader of the Imperial Guard. She used to light a candle each day to report her day to her late husband, but one time, she ran out of candles and asked an Adventurer to run an errand for her.



Illumida's husband was Wolfgang. He died in battle at about that age.

Check: Wolfgang and his late father

Wolfgang, who is helping Irmida, is a young man who has taken over from his father, a fine man. It is said that the heavy responsibility weighs on him, leaving him feeling overwhelmed. In this Quest, it is revealed that his father, Brandolf, was deeply committed to supporting the families of war victims, which provides a clue to Wolfgang's inner turmoil (see also page 222 for more on Brandolf).

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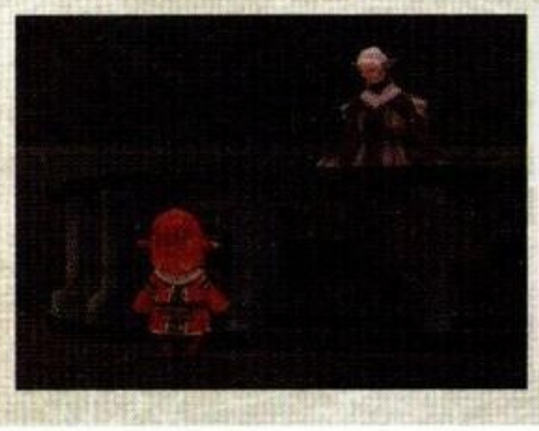
Jeuno Q15: "Candle Ingredients"

Client: Ruriette

An Adventurer visited the Temple of the Goddess to obtain a candle in exchange for Irmida. Ruriette, a woman at the cathedral, tells the adventurer that if they want a candle, they must exchange it for the raw material, lanolin. The adventurer obtains lanolin and achieves their goal.



the ram is refined from the fat in its wool manufactured product, and the lanolin from You can get it by defeating a Star. It's a

Jeuno Q14: "A Candle for My Late Husband" (Part 2)

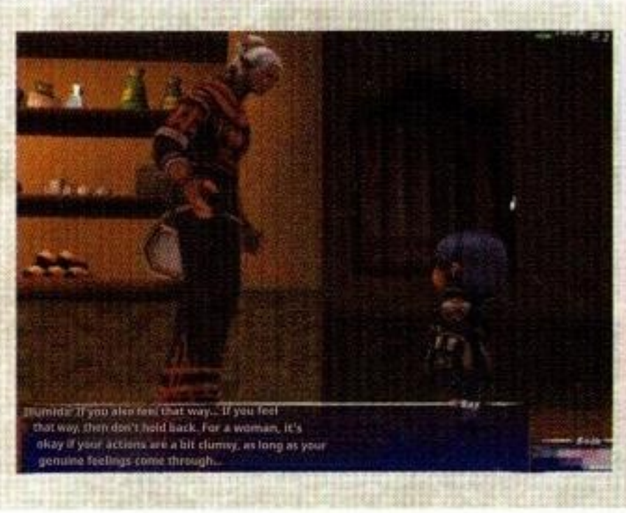
Upon receiving the candle, Irmida happily said, "Now I can tell my husband about my day," and gave the Adventurer a small token of appreciation.

Jeuno Q16 "Something I forgot for you" (→P.314)

Client: Irmida

Related: Jeuno Q45 "Let's Make My Fortune-Telling Ball!" (→P.313)

The small box that Irmida had once received from her husband had remained unopened for many years. When the fortune-teller Kuromorou and the Adventurer opened the small box, they found a letter from her late husband inside... Irmida truly accepts her husband's clumsy confession of love, even after decades have passed.



Kuromorou. ↓ Irmida, like her husband, is clumsy She offers advice to the clumsy

Memories of my late husband **Fin**

Check the text of Adaluel's letter

To Irmida,

Where should I begin? I've always struggled with my writing and speaking. You know that well, don't you? Irmida, you are very important to me. I try my best to put these feelings into words, but they always get stuck in my throat. But these feelings are real. The simple things like sharing morning tea with you or taking a nap on a weekend afternoon bring me so much happiness. I want to continue cherishing those moments with you forever, but given the current state of the world, that seems difficult. I'd be happy to be by your side as you read this letter, but even that might not be possible. So, finally, I have to write just this.

I love you.

I'm truly sorry that I couldn't say these words to your face. Please forgive me.

Adaluel

Continuous Quest: Jeuno Q17 ▶ Jeuno Q18

Siblings and an evil spirit

One day, with her wedding drawing near, Audia was suddenly possessed by an evil spirit. Behind this lay the complex feelings of a girl who couldn't bring herself to genuinely celebrate her marriage.

Character

Baudin
A boy who bears the Crest of Davoi. He is worried about his sister Audia, who seems like a different person, and is looking for a way to bring her back to her former self.

Audia
Bodin's older sister and Albrecht's betrothed. She's been cursed.

Alista
Albrecht's younger sister. She is jealous of Audia, who is about to marry her brother.

Albrecht
Audia's fiancé. Upon learning of her strange behavior, he could only pray?

Neraf-Najilf
A member of the Jeunoan Ducal Guard. Long ago, he lifted a curse from a colleague using a lantern.

Jeuno Q17 "Crest of Davoi"

Client: Baudin

Related: Three Kingdoms Common M4-1 **"Steal the Magicite" (→P.124)**

The Adventurer was heading deep into Davoi, the stronghold of the Beastmen Orcs, but to break the seal on the barrier to the inner region, he needed the Crest of Davoi. The crest is held by a boy named Baudin, who seems willing to trade it for Coeurl Meat.

↓ Why Coeurl Meat is needed Without knowing what it was, the crest To exchange it for the crest.

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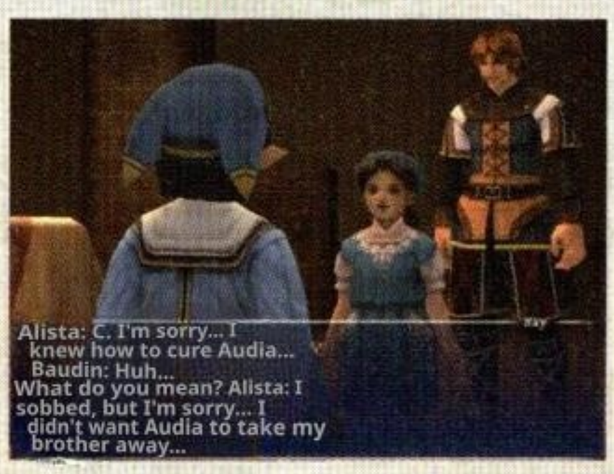
Check the Quest required for the Mission

You need to take on this Quest to complete the common Three Kingdoms Quest M4-1, "Steal the Magicite." This is because, without the Davoi Village Crest, you won't be able to obtain the Magicite and Menozite required for that Mission. You won't find out why Baudin has the Davoi Village Crest and wants Coeurl Meat until you take on the next Quest.

Jeuno Q18: Help My Sister!

Client: Baudin

It was Bordin's sister, Audia, who was seeking Coeurl Meat. She was possessed by an evil spirit. Based on the story of a member of the Imperial Guard who had a similar experience, the Adventurer attempts to exorcise the evil spirit. However, Audia's fiancé and his brother appear and drive the evil spirit away.



↑ Audia's fiancé's younger sister, Alista knew the solution. ●

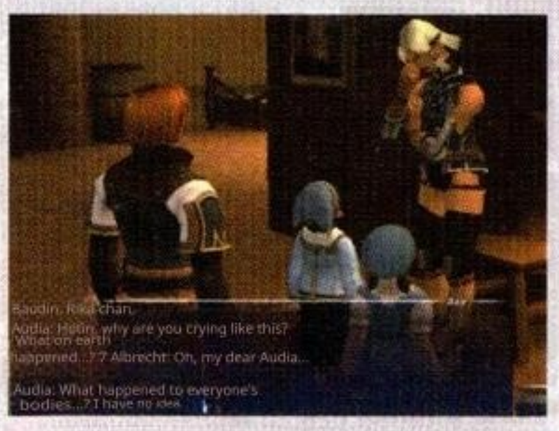
Siblings and Evil Spirits **Fin**

Check "Jeunoan Ducal Guard Lantern"

A lantern borrowed from a member of the Jeunoan Ducal Guard. The flame is out. It seems that lighting the four candlesticks in the stone chamber of The Eldieme Necropolis can drive away evil spirits.

Guardian Neraf-Najilf once used this lantern to heal her colleague Adrie when he was possessed by an evil spirit. Adventurers try to follow suit, but in Audia's case, this method actually makes things worse. Alista, who was present when Audia was possessed by an evil spirit, knew the correct exorcism method from the start. However, she didn't reveal it, fearing that Audia would take her brother Albrecht away.

However, upon seeing her brother persistently praying in the church for his fiancée and realizing the depth of his love, Alista was overcome with guilt and confessed the truth. Albrecht rushes to the scene and, together with his sister, drives out the evil spirit, resolving the situation.



↑ The correct way to dispel the curse remains a mystery. The Adventurer wasted his time, but all's well that ends well, right?

Jeuno Q19 "Wounded Chocobo"

Client: Brutus

Related Jeuno Q58 "Sins of the Father" (→P.404)

Character

Brutus

The head of the Chocobo stable. He protected the wounded Chocobo.

Oskar

Apprentice trainer. He respects the master's Brutus.

Dietmund

A rough trainer. Demands that Brutus return the Chocobo.

"If you want to ride a Chocobo, try taming the one you found the other day," Brutus told the Adventurer. The Adventurer spends many days healing the Chocobo's physical and emotional wounds, and is then granted a Chocobo License.

↑ In the middle, the Chocobo's owner Dietmund appeared, and He demands the return of the Chocobo, but...

Jeuno Q20: "Runaway Chocobo"

Client: Brutus

Character

Brutus

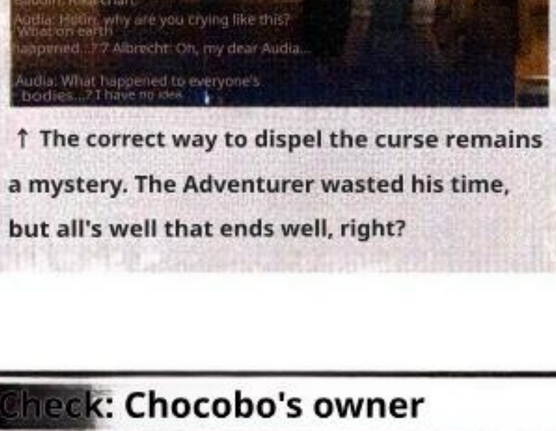
The stable master whom the Chocobo trusts deeply. He's worried about a Chocobo that's been acting strange since it ran away once.

One Chocobo escaped during feeding time. The Adventurer brought it back, but it seems somewhat agitated. When the trainers paired it with a San d'Orian Chocobo that was also acting strangely, both animals became more docile.

↑ It seems the two fell in love, each mistakenly thinking the other was a wild Chocobo, and were acting aggressively in an attempt to match the other.

Check: Chocobo's owner

Dietmund, following his belief that "Chocobos should be trained in a Spartan manner," treated his Chocobo roughly and neglected it. When Brutus found it, Dietmund claimed ownership. The Quest ends with the two at odds, but they later reconcile after the Jeuno Q58 quest "Sins of the Father."



↑ The Chocobo is afraid of its master, who hurt it, but later comes to his aid (→P.404).

Jeuno Q21: "Trust in Oneself"

Client: Brutus

Character

Brutus

The head of the Chocobo stable. In his youth, he is said to have used an axe to protect wild Chocobos and built a stable.

Brutus, a hidden master of the Axe, takes notice of an Adventurer's Axe skills and asks them to try the Axe. Once the Adventurer masters this, he finally recognizes their talent and suggests a serious test of skill.

↑ As Brutus suggested, Adventurers who complete the trial at the Temple of Uggalepih master the axe skill "Decimation."

↑ The Chocobo is afraid of its master, who hurt it, but later comes to his aid (→P.404).

Continuous Quest: Jeuno Q22 ▶ Jeuno Q23 ▶ Jeuno Q24 ▶ Jeuno Q25 ▶ Jeuno Q26 ▶ Jeuno Q27 ▶ Jeuno Q28

Fellou and the Mysterious Mirror of the Near East

Luto Mewrilah searches for a "mirror" from the Near East. While assisting her, the Adventurer encounters the mirror's owners—Fellou and Palometta—They meet Palometta and become entangled in a conspiracy surrounding the mirror.

Character

Luto Mewrilah

A Mithra treasure hunter with an eye for beauty. At the request of a certain organization, she approaches the Adventurer to gather information about a mirror believed to be a treasure from the Near East.

Fellow

The person who inherits the mirror known as the "Mirror of Guidance" from generation to generation. The name, race, gender, and other details vary depending on your play style (see below for details).

Palometta

The daughter of a man who guarded the "Mirror of Darkness" as the "Mirror Guardian." She is searching for her late father's mirror.

Laurana

Palometta's mother. After her husband's death, she came to Jeuno with her daughter and began living in the Upper District.

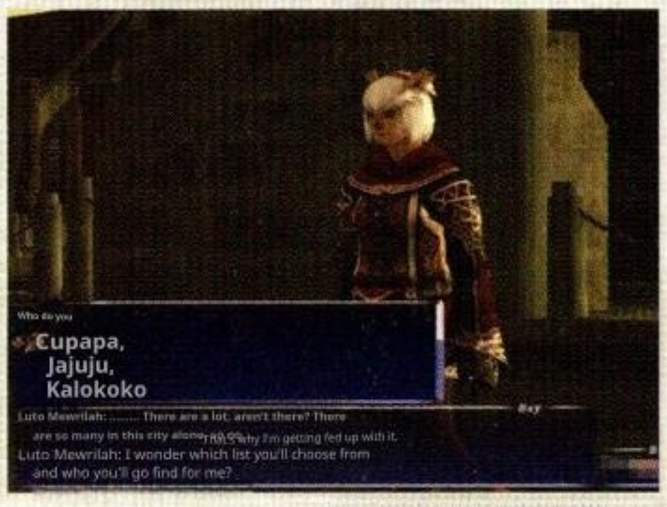
Taliesin

An ancient Scholar who studied mirrors from the Near East. He was so captivated by mirrors that he sold his soul to the devil.

Jeuno Q22 "What is the name of that person?"

Client: Luto Mewrilah

Treasure hunter Luto Mewrilah has asked the Adventurer for help. She asks them to choose someone from her list of names and find out if that person has a certain mirror. When the Adventurer chooses a specific person and gathers information, Ruth is pleased with their work. She says that they are aiming for a mirror from the Near East, and asks for continued cooperation.

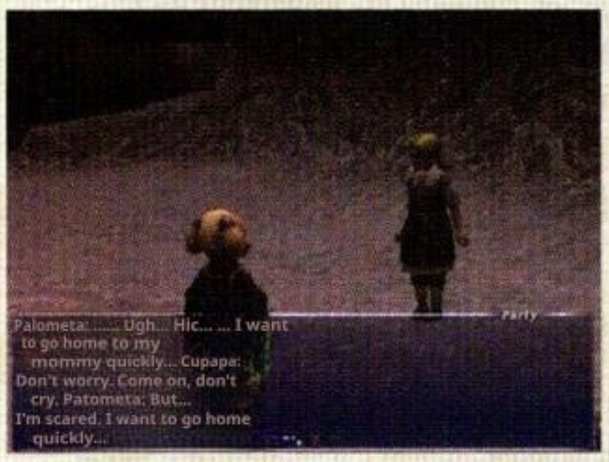


↑ The Adventurer, at this moment, is about to have a fateful encounter with the person who gathered the information...

Jeuno Q23: "The Girl and the Mirror"

Client: Luto Mewrilah

Laurana, a widow living in Upper Jeuno, was searching for her missing daughter, Palometta. The Adventurer, who had set out on the search, followed the information to The Eldieme Necropolis and found Palometta. Right before the Adventurer's eyes, she is attacked by a monster. The person beside her fights alongside the Adventurer and defeats the monster. That person was the very one who possessed the "Mirror of Guidance," a Near Eastern treasure that Ruuto was seeking and that the Adventurer had been investigating just the other day. The mirror's owner, upon learning that the Adventurer and Lute were investigating the mirror, became intrigued and promised to assist them as the Adventurer's companion, "Fuero."



↓ The Adventurer at The Eldieme Necropolis
Upon arrival, another person had gone ahead, Palometa
He had come to look for Metta.

↑ The person in the ancient tomb, Fero, said he discovered Palometa through the power of the "Mirror of Guidance," which has been passed down through generations.

Check: Your future companion is decided

The person from whom the Adventurer gathers information here is Jeuno Q23, who will appear next. [redacted]ello, the "partner" you meet in "The Girl and the Mirror." Aspects like their name and appearance are determined by the choices the Adventurer makes during conversations throughout the Quest.

First, you talk to Ruto to determine Fello's race, gender, and name. After that, if you speak with four specific individuals in sequence, the Adventurer's responses during the conversation will determine the other characteristics.

◆ Fellow attributes determined during the conversation

Attributes to be determined	Conversation partner
Race, Gender, Name	Luto Mewrilah
Size	Acta
Trust Type	Kua Daconsa
Personality and tone of voice	Red Ghost

↑ If you speak with Beam, who is in the upper levels, at the end, Fero will appear in Beam's flashback scene.

Check: Why she was in the ancient tomb

Palometta visited The Eldieme Necropolis because a mysterious man had invited her. The man sought Palometta's hidden power and used a monster to kidnap her (→P.308).

Next Page

Jeuno Q24: "Those Who Are Guided"

Client: Luto Mewrilah

According to the Mirror of Guidance held by Ferrow, there is also a mirror in the Near East, in the direction of San d'Oria. The Adventurer and the Fellow were seeking information, but the mirror had already been taken by an Orc. It seems that the mirror has the ability to empower monsters. While trying to retrieve the mirror from the Orc, the Adventurers are attacked by a Dragon and are forced to shatter the mirror. As the two reported to Ruto, the Adventurer's figure appeared in the Mirror of Guidance... Fello feels a mysterious connection to the Adventurer and says they will keep in touch going forward.

↓ The Dragon took the mirror from the Orc. The Adventurer and Fellowo took it. It attacked.

↑ Fero is always in touch A signal to keep in touch

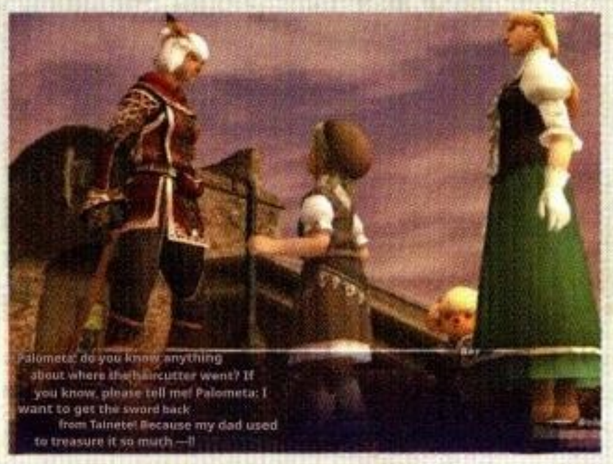
He hands the Lupal to the Adventurer.

Jeuno Q25: "The Power of the Pair"

Client: Luto Mewrilah

The Adventurer and Fello, who visited The Optistery in Windurst to find a way to repair the broken mirror, learn about a book called "The Mirror Chronicle" written by a man named Taliesin. According to the book, the mirrors of the Near East are a pair: the Mirror of Darkness and the Mirror of Light. The Mirror of Darkness was the one that broke the other day. To repair it, it seems you need metal as a material, a spring with a surface like a mirror, and a spell known only to the mirror's guardian. Palometta knew that spell. She had inherited the mission to protect the Mirror of Darkness from her father.

↓ Ritopopo, a researcher at The Optistery, lends "The Mirror's Legacy" as a token of appreciation for a lavish dinner.



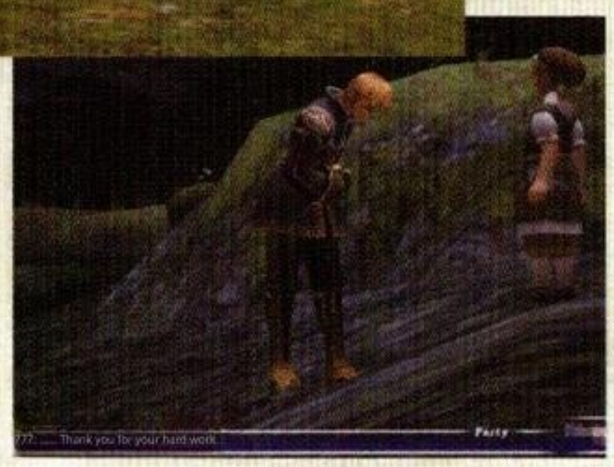
↑ Palometa, who had lost the Mirror of Darkness after her father's death and was searching for it, agreed to help repair the mirror.

Jeuno Q26 "Darkness"

Client: Luto Mewrilah

The Mirror of Darkness is a tool that draws forth the power of The Dark God, and it holds within it a danger capable of destroying a city —so it was written in the "Legends of the Mirror." With a sense of unease, the Adventurers set out to repair the mirror. With the materials prepared, Palometta cast a spell at Lake Meshum, and the Mirror of Darkness was repaired. However, immediately afterward, a mysterious man attacked the group, targeting the mirror. The man is driven away by the power of Ferrow's Mirror of Guidance, but Palometta faints.

↓ The stage where the Mirror of Darkness is repaired. It was Lake Meshum.



↑ The mirror is repaired, but it's happening quickly. The man reappears, using the mirror's power to launch a barrage of attack Magic.

Next Page

Check: Your future with Fero

You can summon your Fellow and fight alongside them in battle by using the Signal Pearl they gave you. As you work alongside your Fellow, your trust in each other gradually grows, and you'll be able to take on Jeuno Q25 "The Power of Two"

The Power of Two" – Jeuno Q32 "Camelion's Illusion."

Furthermore, as their bond of trust deepens, you'll be able to embark on various quests with your Fellow, such as investigating "The Emptiness" or reporting your adventures to the writer Ajarkin.

Check: Ritopopo and a Lavish Dinner

As a condition for lending the "Mirror's Legacy," Ritopopo has the Adventurers prepare a lavish, full-course dinner featuring white bread, whitefish stew, a Windurst-style salad, bison steak, Snow Mountain Rolanberry, and San d'Oria tea. Ritopopo claims it's "to treat the Dean, Tosuka-Porika," but it all ends up in her own stomach. Incidentally, Tosuka-Porika knows every detail of Ritopopo's actions from start to finish.

Check: Legends about The Dark God

In "Treasures of Aht Urhgan," the "Dark God" refers to Odin, who stands in contrast to the "White God," Alexander. Legend has it that when the two clashed, a colossal hole opened in the sky, a mighty storm swept across the earth, and the final war, "Ragnarok," ensued (→P.188). Then Palometa shares a part of this legend with Ruto, telling him a story about mirrors. Putting these together, it seems that the Mirror of Heavenly Light and the Mirror of Darkness correspond to what the legend describes as "two fragments that were separated into heaven and earth when the storm shattered."

↑ Palometa had learned an intriguing legend from her father, the guardian of the mirrors.

Jeuno Q27 "Heavenly Light"

Client: Luto Mewrilah

Due to the Curse placed on her by a man at Lake Meshum, Palometta remained asleep, and the Mirror of Guidance fell silent. In search of clues to resolve the situation, Ruto visits The Optistery and learns a new truth from a book titled "The Lost Mirror." The Mirror of Guidance was, in fact, the Mirror of Heavenly Light, whose power had been sealed by the Mirror's guardian. Relying on the book's description, the Adventurer and Fellow break the seal on the Mirror of Guidance. However, when the two returned to Jeuno with the mirror that had regained its power, they found that Palometta had already been kidnapped by the man in question.

↑ "The Mirror's Legacy" and "The Lost Mirror"
Taliesin, the author of, is evil to mirrors. ■
It seems they were plotting something.

↑ The Mirror of Darkness, along with his father's spirit
Barometta, who tried to protect
is taken away along with the mirror.

Check Taliesin's Ambition

As revealed in a flashback to the time when "The Lost Mirror" was written, Taliesin, a mirror researcher, was focusing on the Mirror of Darkness in an attempt to gain the power of The Dark God. Then, having gained a new body through the power of Darkness, Taliesin learned that Parometta could unleash the power of the Mirror of Darkness. He attempted to kidnap her at The Eldieme Necropolis but failed. After that, at Lake Meshum, he was thwarted by the Adventurers when they tried to seize the Mirror of Darkness. However, he placed a curse on Parometta, and while the Adventurers were away, he kidnapped her.

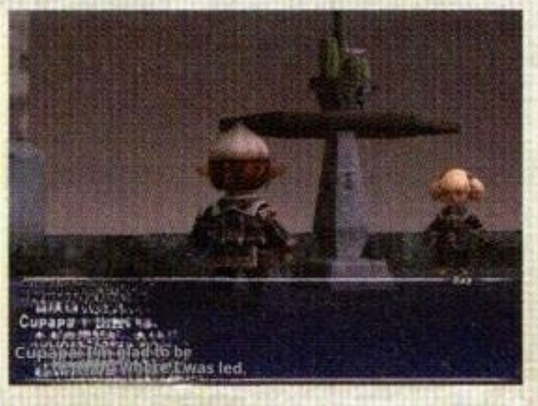
Jeuno Q28 "Words to convey"

Client: Luto Mewrilah

The man who had stolen Palometta along with the Mirror of Darkness was waiting for the Adventurers in the Qu'Bia Arena. With the aid of the Mirror of Heavenly Light, the Adventurer and Ferrow defeated the man who had attacked them. Palometta also awakens and tells everyone that in a dream, her father entrusted her with the role of the mirror's guardian.

The two mirrors returned to their owners, Ferro and Palometta. Fero realizes that the mirror revealed Palometta as his fated companion, but he expresses his desire to continue his journey alongside the Adventurer.

↑ The man who seeks the power of the Mirror of Darkness
Transforming into the demon Vasaago, the adventurer
He attacks the adventurer and Ferrow.



↑ Even if they're not your fated one
The Adventurer is also a valued companion.
—That's what Fero said.

Check: The Outcome of Ruto's Deal

After the matter is settled, we see a private conversation between Ruto and Aldo of Tenshodo. From the conversation, it becomes clear that Tenshodo had tasked Luto with finding the mirror, but Luto lies, saying, "I couldn't locate the mirror." Was it because he was reluctant to hand the mirror over to Tenshodo, or was it out of consideration for the feelings of its owners, Ferou and Parometta...?

↑ The fact that Tenshodo was behind the search for the mirror is being handled as top-secret information.

Fellow and the mysterious mirror of the Near East **Fin**

Continuous Quest: Jeuno Q12 ▶ Jeuno Q29 ▶ Jeuno Q30 ▶ Jeuno Q31

Bond with Fellow

An Adventurer and a Fellow who became connected over a mirror from the Near East. As friends and worthy rivals, the two push each other to be better.

Character

Luto Mewrilah

The treasure hunter who created the opportunity for the Adventurer and Fellow to meet. He keeps an eye on the two of them, partly for the sake of his own "work."

Fellow

A good companion and a rival to the Adventurer. While being careful not to slow the Adventurer down, he also harbors a desire not to lose.

Other Q12 "Pearl-Colored Memories" (→P.324)

The Adventurer and the Fellow helped Dideric, who was in a bind after losing the portrait he needed to deliver to his client, and ended up negotiating with the client, the elderly Umberto. The two listened to Umberto's story and managed to satisfy him by providing mementos of his late wife and a new portrait. The Adventurer and the Fellow are both pleased that they were able to resolve the situation through their mutual cooperation.

Check: The Story of a Fellow's Growth

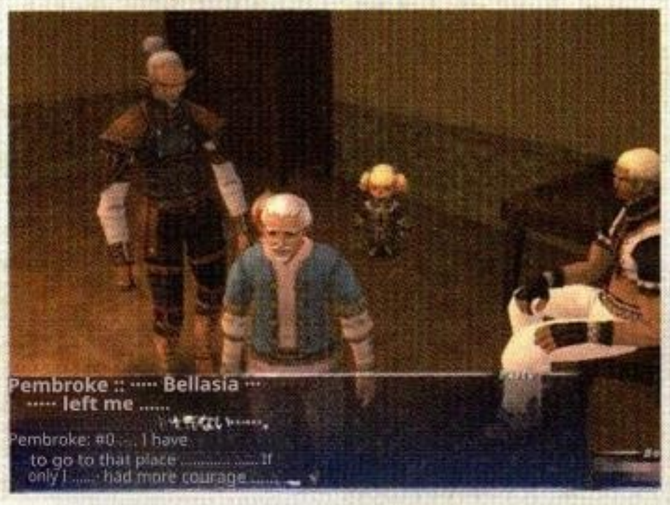
This series of Quests allows the Adventurer and the Fellow to strengthen their bond through various incidents... As the trust between the Adventurer and the Fellow grows, new challenges become available, and with each Quest completed, the Fellow's level cap gradually rises.

Next Page

Jeuno Q29: "The Feelings of Two"

Client: Luto Mewrilah

Fero went alone to Qufim Island to test his skills and was injured. Fero, who returned to the island without explaining why he was acting alone, confessed that he had been helped by an Adventurer and that he wanted a power that wouldn't make him a burden. The old adventurer Fokulman, who had introduced Qufim Island to Ferrow, learns that his former partner shared the same feelings as Ferrow. He reconciles with his estranged partner.



↑ **Both Ferrow and Fokulman's partner, frustrated by their perceived lack of power, decided to go it alone.**

Check: Fokulman and his partner

Forty years ago, Fokulman's partner Pembroke postponed his marriage and went to Qufim Island alone. He was frustrated with always being the one who needed help from his partner and was eager to learn how to protect his fiancée. However, in the end, that very effort led to her death. He was seriously injured and unable to speak, so he couldn't explain the situation and had become estranged from Fokulman.

Jeuno Q30 "Signal of the Heart"

Client: Luto Mewrilah

Ferio has been distant from Adventurers lately.

☐ After learning the reason, Luto promises to help Fello and ends up sending the Adventurer to a dangerous location. Panicked, Fellow rescues the Adventurer, explains the situation, and offers a homemade meal as a token of gratitude for their usual support.

↓ What the finished homemade dish will be. It varies depending on the personality of the Fellow.

Check: Ferrow's surprise plan

Wanting to express his gratitude to the Adventurer for their daily support, Ferrow was secretly taking special cooking lessons. Meanwhile, Ruto, who had developed a desire for Ferrow's Signal Pearl, made it a condition for receiving it that he would distract the Adventurer and lead them to Qulun Dome. However, Fello was angry that Ruto had put the Adventurer in danger, and decided not to give the Signal Pearl to Ruto.

Jeuno Q31 "Dragon and Tiger Clash"

Client: Luto Mewrilah

Some time passed since the Adventurer and the Fellow first met, and now all of Ruto's simple requests were being handled by the Fellow. Having gained experience and confidence in his abilities, Fellow challenges his biggest rival, the Adventurer, to a one-on-one match.

↓ Fellow and Adventurer are defeated They will have a serious match in that arena.

Check Mnejing's Hundred Forms

Mnejing appears before the Adventurer and Ruto in various forms, but there are three basic disguises: Mnejing gives the Adventurer the "Disguise Goods" needed to transform into these forms at the end of the Quest. By the way, both the name Mnejing and the name he takes when he transforms are formed by rearranging the names of the floors in Dremifasoras.

Character

Rafadosirad

A form transformed into a child using the disguise item "knit cap."

Fasod Silrad

A transformation into an old man using the costume item "glasses."

Domimi

A transformation into a lovely woman using the "Silver Pump" costume set.

Bond with Fellow *Fin*

Jeuno Q32 "Chameleon's Illusion"

Client: Luto Mewrilah

Related Tactical Quest: "Seven Elaborate Tricks" (→P.267)

Character

Luto Mewrilah

A cunning treasure hunter. He met Mnejing a few years ago, and they now work together.

Mnejing

A master of disguise, known by the alias "Mnejing the Chameleon." Together with Luto, he operates as a master thief, targeting treasures across various regions.

Luto Mewrilah, a treasure hunter, also had a side as a master thief. Her accomplice in crime, however, becomes unable to revert from his disguise. The Adventurer searches for an Item to undo the disguise, but he tries to revert to his original form on his own, changing disguises repeatedly. Finally, he regains his true form—"Chameleon Mnejing," a master thief skilled in disguise.

↑ **Mnejing, who transforms every time he appears. He disguises himself as a ferret to deceive Luto.**

↑ **Kogri Nargri, who worked part-time at the "Rarab Tail Inn," was so in love with Domimi that he couldn't focus on his job.**

Jeuno Q33: "Borghertz's Lost Magic Hand"

Client: Gasram

Character

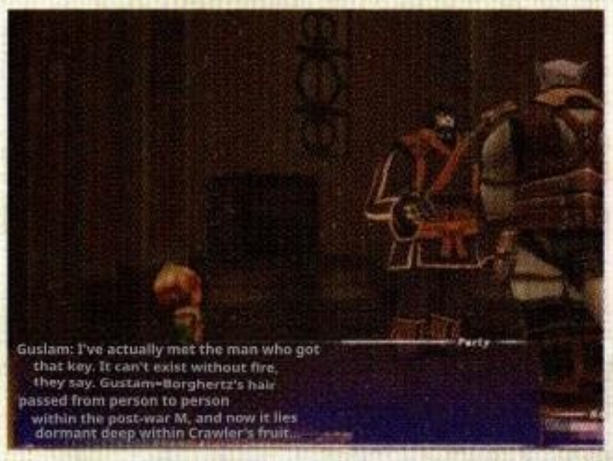
Gasram

A craftsman hired by an armor shop. Tired of menial tasks, he yearns for the legendary master craftsman Borghertz, his predecessor.

Borghertz

An exceptional armor craftsman who was active over 30 years ago. He left behind gauntlets known as the "Magic Hand" for future generations.

It seems that the magnificent gauntlet crafted by the once-in-a-century master, Borg Herz, is somewhere in the world. Following a tip from the Armor craftsman Gasram, the Adventurer discovers a tattered, aged gauntlet. He makes a "contract" with the spirit of Borghertz and has the gauntlet repaired.



↑ Since The Crystal War, Kotegae has traveled to various places. It seems to have changed hands quite a bit.

↑ Borghertz's spirit has departed. This way, you can get a gauntlet that matches your Adventurer Job.

Jeuno Q34 "The Mysterious Ruins of Pso'Xja"

Client: Miglioroz

Related: Promathia 3-5 "In the Name of the Gods" (→P.159)

Character

Miglioroz

A devout monk. He directs the Adventurer to the Tower of Pso'Xja.

The monk Miglioroz believed that the tower in the Pso'Xja ruins might serve a crucial purpose. He trusts the Adventurer and asks them to activate the magical device located deep within the southwest tower.

↑ Miglioroz gives the Adventurer the Phoenix Bracelet, **Activate the southwest tower at the Pso'Xja ruins.**

Jeuno Q35 "The Disappeared Silver Star"

Client: Nevla

Related: Frontier Q07 **"Golden Mane" (→P.345)**

Character

Nevla

After hearing Prishe's story, the girl became interested in the Chocobo in the stable, which is said to be the son of the Silver Star.

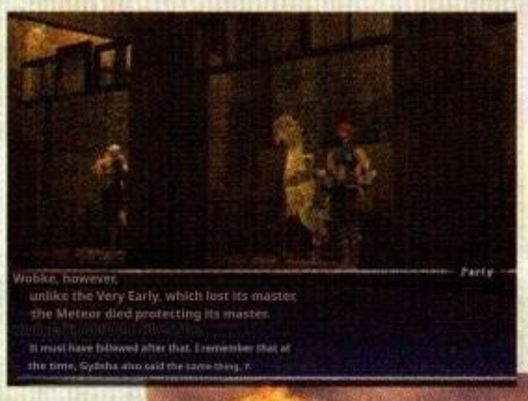
Prishe

A powerful young woman from Tavnazia. She asked Nevla to look into the origins of the Chocobo in the stable.

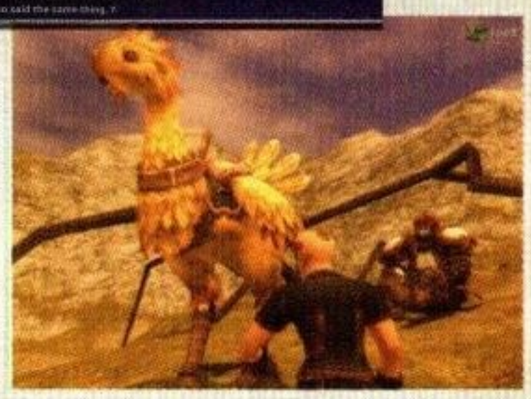
Brutus

The head of the Chocobo stable. He knows the secrets of the Silver Star and the Meteor.

Prishe told Nevla that if she looked into the birth of the Chocobo in the stable, she would see that animals also have the capacity to love. This piqued Nevla's interest. When the Adventurer investigated on her behalf, it was revealed that long ago, a Chocobo named Silver Star had risked its life to protect a Chocobo named Meteor. The result was the birth of the stable's Chocobo, a manifestation of the love between the two.



● The Silver Star and the Meteor. He thinks they're both dead. It was, but...



↑ Blutoos is 2. From the perspective of a "bad person". They tried to hide it.

Check: Differences by Job

This Quest appears after accepting the second Job-specific Artifact equipment Quest (→ P.390). Depending on the Adventurer's Job at that time, the title will end with <Job Name>, which determines where to search for the gauntlet and which gauntlet will ultimately be obtained.

Check: Activate or seal?

As revealed in Promathia 5-3B-3 "The Praiser," the activation of the tower in the Pso'Xja Ruins is driven by Esha'ntarl's intent to disrupt the flow of The Crystal Line. Furthermore, as the "Chains of Promathia" progresses, Miglioroz's request changes to "The tower has been opened, and it's dangerous, so please seal the great door," and the item given to the Adventurer becomes the Phoenix Gem.

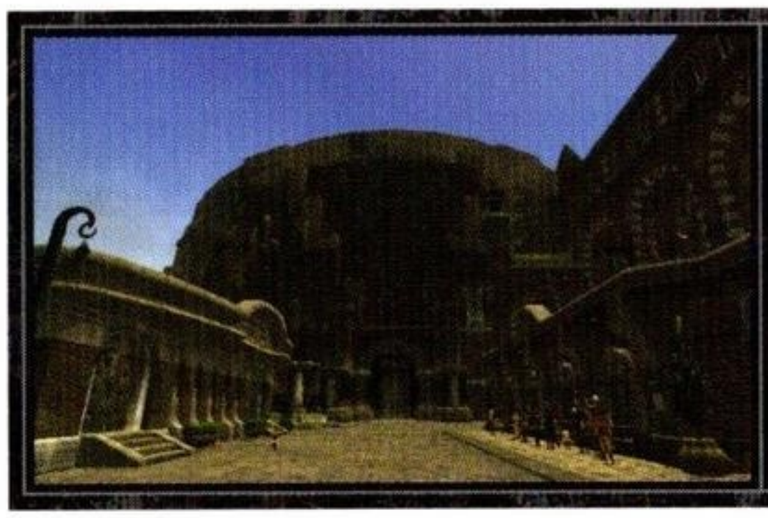
Check: Silver Star and Meteor

Silver Star and Meteor are bounty hunters who defeated the leader of the Atalforne Bandit Gang (→P.174). They are "Silver Blade Izmenios" from Bastok and "Golden Mane" Chocobo from Tavnazia, also known as Bucky Chocobo. The two were deeply in love, but it was said that Shooting Star lost his life shielding his owner, Buchichevky, from the bandit gang's remnants, while Silver Star died in the swamp following his master, Izmenios, who had passed away earlier...

However, in reality, Shooting Star survived in the Jeunoan Chocobo stable, while Silver Star, determined to protect Shooting Star from the remnants of the Atalforne bandit gang, bravely jumped into the swamp and shook off the remaining bandits. After that, the two became a pair and gave birth to the Chocobo currently in the Jeunoan stable.

Brutus, who rescued the two, knows their story, but keeps it a secret from others to shield them from the remaining bandits.

↑ **The remaining bandits thought they could use the Silver Star to find the Shooting Star (and Bukki Chebuki), but their attempt failed.**



QUEST STORY GUIDE

Lower Jeuno

Lower Jeuno

The Grand Duchy of Jeuno

Jeuno Q36: "Streetlight Volunteers"

Client: Zauko

Character

Zauko

A member of the Jeunoan Guards. Search for the person who lights the street lamps.

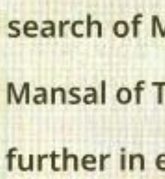
Every night, Zauko goes around lighting the Jeunoan streetlights. The Adventurer helps him, going around the city and turning on the lights.

↓ Between 2:00 and 0:00, He lights the 12 street lamps.

Jeuno Q37: "Tenshodo Admission"

Client: Ghebi Damomohe

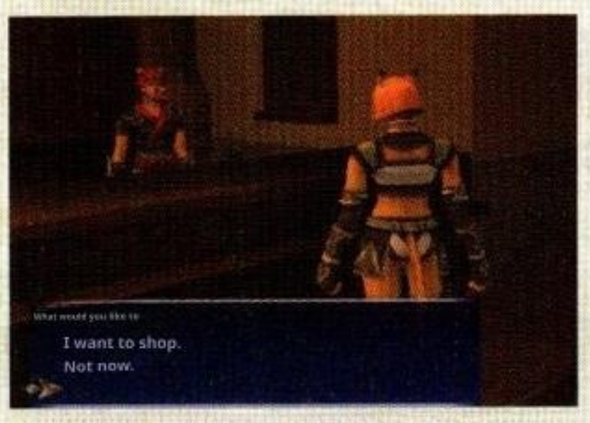
Character



Ghebi Damomohe

Receptionist at the Kaijinro Inn. In truth, she also serves as the contact person for Tenshodo.

Tenshodo's contact point was hidden within the inn "Kaijinro." Receptionist Ghebi Damomohe recognizes Adventurers who have discerned the "place that is visible yet unseen" and admits them to Tenshodo.



↑ "The place that's visible but hidden" refers to a blank space concealed within the options.

Jeuno Q38 "Beadeaux's Mystery: Parts 1–2"

Client: Sattal-Mansal

Related: Three Kingdoms Common Quest "Steal the Magicite" (→P.124)

Character

Sattal-Mansal

A member of Tenshodo who, unable to stand by and watch the unkind leader Aldo, offers advice to the Adventurer.

An Adventurer who is headed to Beadeaux in search of Magicite. Upon learning this, Sattal-Mansal of Tenshodo provides an Item to advance further in exchange for a specific item.

↑ You can get the Bewitching Rosary in "The Mystery of Beadeaux, Part 1" and the Black Matinee in "Part 2."

Jeuno Q39: "To the Empire of Aht Urhgan"

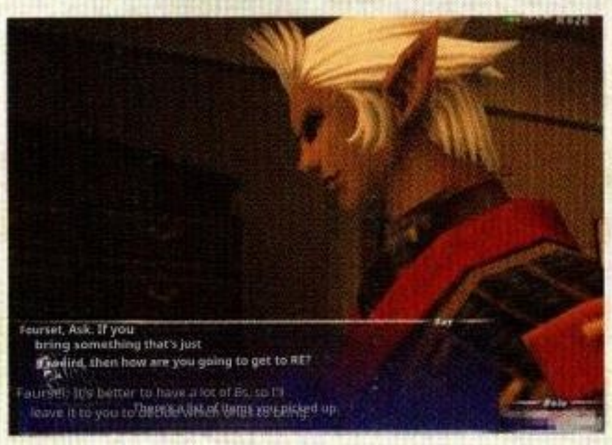
Client: Forsell

Character

Forsell

A member of Tenshodo who arranges travel for Adventurers to the Empire of Aht Urhgan.

Tenshodo has expanded its transportation business to the Empire of Aht Urhgan in the Near East. The Adventurer scrambles to obtain a travel permit.



Travel permits are issued in the Empire of Aht Urhgan. You can exchange it for something that's likely to sell. ↓

Check: Who turns on the streetlights?

If no one takes this Quest, then instead of Zauko, a single Mithra will light the streetlamps.

Character

Vana-Egakuriwa

Mithra, who lights the street lamps. She always seems busy because she's working.

Check: To Beadeaux and Tenshodo

In the three-kingdom common quest M4-1, "Steal the Magicite," Kam'lanaut asks the Adventurer to bring three types of Magicite. Tenshodo's leader, Aldo, then gives the Adventurer a Silver Bell, an Item to help complete the mission. Moreover, the Silver Bell alone won't get you to the Magicite in Beadeaux. At that point, Sattal-Mansal, a member of Tenshodo, lends a helping hand to the Adventurer through a barter arrangement.

Check "Travel Permit"

This individual is a citizen of the Concord of Altana and is permitted to travel to your country to serve as a Mercenary. We request the relevant authorities to ensure that he receives proper protection and assistance within your territory. Furthermore, in the unlikely event of this person's death, your country is obligated to notify our country.

Mhaura, Minister of the Federation of Windurst

You can obtain a travel permit valid in Mhaura by either providing items that are likely to sell in the Empire of Aht Urhgan or by paying 500,000 Gil. When providing an Item, you must choose one of three classes —"Beginner," "Intermediate," or "Advanced"— and prepare the required set of Items. The higher the class, the fewer Items are required, but they are more difficult to obtain. On the other hand, if you pay 500,000 Gil, you will be transported directly to the Wajaom Woodlands near the Imperial City and receive a map of the area.

Continuous Quest: Jeuno Q40 and Jeuno Q41

Bag expansion

Bluffnix, a Goblin craftsman, gradually expands Adventurers' bags upon request. However, human desires are limitless...

Character

Bluffnix

A Goblin craftsman at "Junk Shop Muckvix." In exchange for a specific Item, he will make the Adventurer's bag larger.

Jeuno Q40 "Goblin Bag 1–5"

Client: Bluffnix

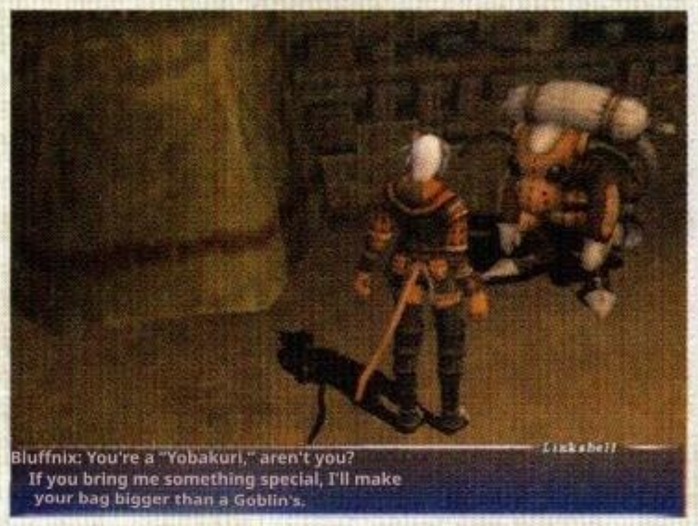
Bluffnix, the Goblin tailor, says he can modify an Adventurer's bag to make it larger than it is now. However, it seems that four Items are required to expand the bag once. Each time the Adventurer provides a specified Item, Bluffnix expands the bag. Eventually, he will make it the same size as what the Goblins carry.

↑ Each time you expand your bag, the maximum number of Items an Adventurer can carry increases.

Jeuno Q41: "Yovakuri's Bag 1–3"

Client: Bluffnix

Adventurers who didn't get tired of the previous modifications and now want an even larger bag. Bluffnix, who calls such Adventurers "Yobakuri" instead of "Yokubari," expands their bags to the limit in exchange for a specified Item.



↓ "Yobakuri" is a term used in the Goblin world to mean greed. It seems to be a term used to disparage those who are greedy.

Bag expansion to be continued (-P.447)

Jeuno Q42 "Goblin Tailor"

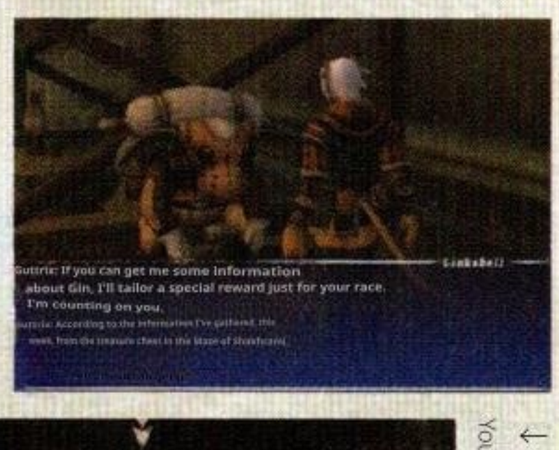
Client: Gattrix

Character

Gattrix

Self-proclaimed "the best tailor among Goblins." He can be found at the pub "Goblin's Goblet."

Gattrix, the tailor, decided to create new equipment. To do so, he needs the "Magical Pattern" found in dungeon treasure chests. However, the pattern type varies by race and gender, and it seems that only one pattern can be obtained per week. The Adventurer obtains an Empyrean Seal and has the corresponding equipment tailored.

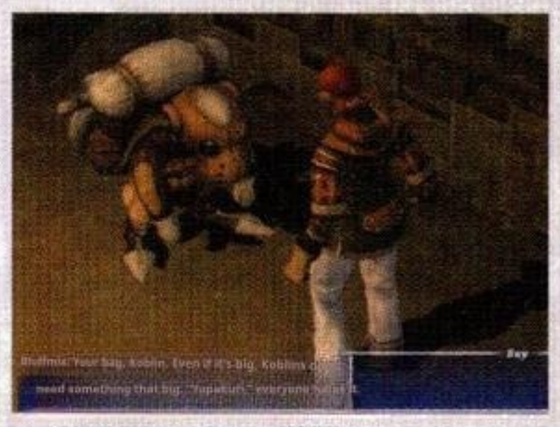


↑ Based on what Gattrix said, you go to to get the type of Magical Pattern you want.

↓ Each time you complete a Quest, you can get the race equipment Bartz.

Check: The basics of bag expansion

There are four types of Items required to expand the bag: metal, leather, cloth, and gemstones. The higher the bag level, the more valuable the Items needed. Also, the description of the bag in the Quest request changes from "slightly larger" to "a bit larger," then "larger," "as large as a Goblin," and finally "larger than a Goblin."



↑ In "Goblin's Bag 5," Adventurers are now called "Yobakuri."

Check "Magical Pattern"

An Empyrean Seal created through an ancient, secret technique that captures the likeness of the person who opened the treasure chest.

There are a total of eight Magical Patterns, categorized by race and gender, and you can obtain them from three different locations. You can only get one type per week, and both the type available and its location change weekly. Gattrix tells you, "Rumor has it you can get the ×× Empyrean Seal from the ○○ treasure chest this week." So, you can use that as a guide to get the Empyrean Seal for the equipment you want.

◆ Magical Pattern Rotation

[Race · Gender]

Hume (male) → Hume (female) → Garlvaan (male) → Elvaan (female) → Tarutaru (male) → Tarutaru (female) → Mithra → Garka (→ back to Hume (male))

[Where to find them]

Ordelle's Caves → Gusgen Mines → Maze of Shakhrami (→ Return to Ordelle's Caves)

Continuous Quest: Jeuno Q43 ▶ Jeuno Q44 ▶ Jeuno Q45 ▶ Jeuno Q46 ▶ Jeuno Q16

I can't be honest

Chururu, the tarot reader, and Kuromorou, the crystal ball reader. They're both attracted to each other, but whenever they meet, they just end up fighting. When will their relationship finally move forward?

Character

Chururu

A Tarutaru woman who runs a tarot reading business. She's attracted to her childhood friend, the fortune-teller Kuromorou, but finds it hard to admit it.

Kuromorou

He uses a crystal ball to see people's destinies and claims to be the "most gifted student since the founding of the Divination School." He has feelings for Chururu, but he can't help but speak unkindly to her.

Lungakopunga

One day, a mysterious young man suddenly appeared before Chururu. He invites Chururu to do something, but what could it be?

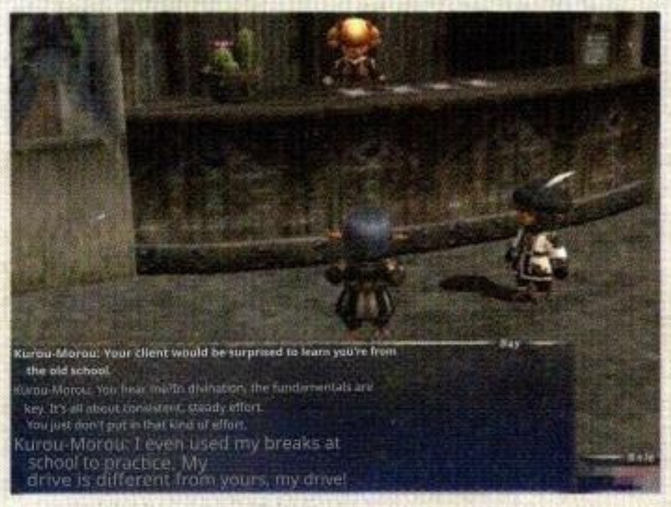
Irmida

An elderly woman who lives in Upper Jeuno. She cherishes a small magic box given to her by her late husband.

Jeuno Q43 "Collecting Tarot Cards"

Client: Chururu

Chururu, a female fortune-teller, was skilled at using Tarot cards to read compatibility. To have Chururu perform a reading, the Adventurer used the five cards she gave him as a starting point to collect the four types of Tarot cards: the Hermit, the King, the Death, and the Fool. When he immediately asks Chururu for a reading, Kuromorou, a fortune-teller living next door to her, comes over to make nasty remarks.



↑ **Kuromorou, who exposes Chururu's poor performance at the fortune-telling school and interferes with her business.**

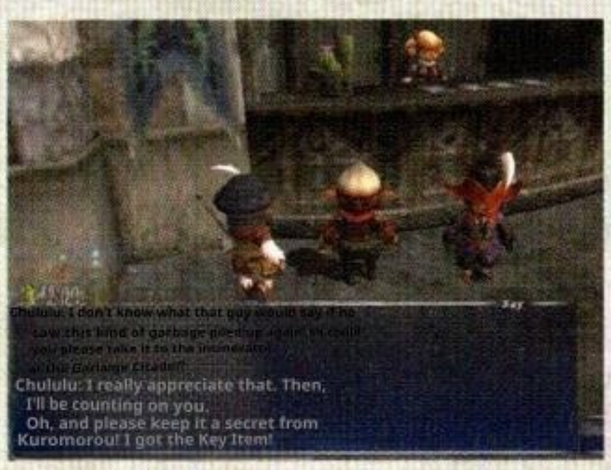
Check: Men's hearts are fickle

Kuromorou subtly disparages Churu's skills in relationship horoscopes, then, citing a previous reading that indicated his and her compatibility was "terrible," he laughs and departs, saying, "Horoscopes aren't exactly accurate." These lines stem from Kuromorou's complex feelings, which simultaneously involve "competitive rivalry as a fellow practitioner" and "romantic interest as a man for a woman." He really doesn't want Churu and himself to be incompatible, but since her fortune-telling indicated "terrible," he seems to want to believe it's not accurate.

Jeuno Q44: "Garbage Collection"

Client: Chururu

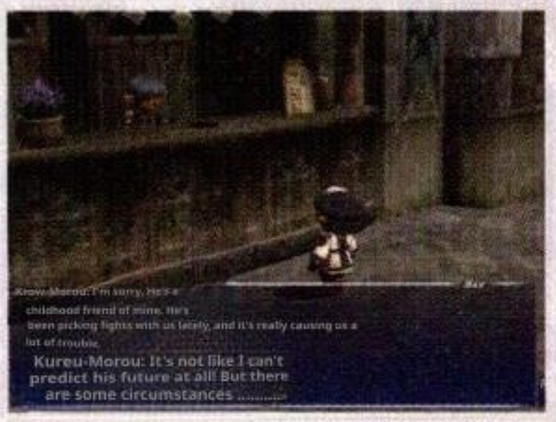
Chululu accidentally forgot to put out the Magic waste that had accumulated from her work on the day the Magic garbage was collected. She turns to the Adventurer, who has become a regular at the shop, and asks them to go directly to the incinerator at the Garlaige Citadel and dispose of the waste there.



I use it. · Chululu looks at Kuromorou I'll try to get rid of the trash before

Check continued: The male mind is complex

Kuromorou's complex emotions, hinted at in Jeuno Q43 "Tarot Card Collection," are also evident in his refusal to predict Chululu's future. He was an elite student at the divination school, and because he was confident in his divination skills, he was afraid of accidentally learning about her future.

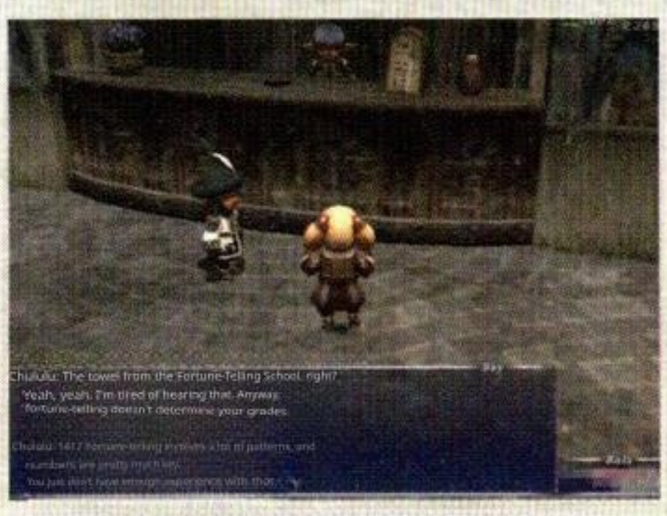


↑ **Kuromorou hesitantly explains that there's a reason why he doesn't predict Churu's future.**

Jeuno Q45: "Let's make my fortune-telling ball!"

Client: Kuromorou

Chururu's childhood friend Kuromorou was skilled at using a divination ball to see people's futures. To get a reading from Kuromorou, the Adventurer purified the Ahriman Lens in the Maze of Shakhrami and crafted a personal divination ball. When she tries to get a reading right away, Chululu interrupts Kuromorou, saying, "You don't even try to see my future."



↑ **Chululu concludes that, compared to herself, Kuromorou lacks practical experience as a fortune-teller.**

Next Page

Jeuno Q46: "What did you lose?"

Client: Kuromorou

Kuromorou mistakenly threw away his precious "horn hair ornament" on the day of the Magic garbage collection. He explains the situation to an Adventurer who has become a regular at the shop and asks him to bring a hair ornament that is an exact match to the one he threw away.

Check: The Legend of the Magic Box

Irmida's magic box is said to have been used by the god Robetta to express his feelings. It is believed that opening the lid with a "moon drop" promises eternal love. Therefore, the shy Kuromorou tried to express his feelings to Chururu using this box.

Check: The Truth of the Matter

Immediately after Kuromorou confesses to Chururu, the truth comes to light. Lungakopunga, a hairdresser, suggested that Chururu change her hairstyle, but she declined, wanting to keep the style that Kuromorou had once praised. In other words, the two share mutual feelings of love.

↑ **Still, the two can't admit it, but is this a step forward?**

Jeuno Q16 "Something I Forgot for You" (→P.304)

One day, a man named Lungakopunga was inviting Chululu to do something. Feeling jealous of the man and realizing just how important Chururu is to him, Kuromorou tries to convey his feelings to Chururu using a small box owned by the old woman Irmida. But Kurou-

Morou: Ory... I want you to hear my true feelings, I'm going to tell you the truth. Irmida advises that, even if it's awkward, honest words are best. Encouraged

↑ **Encouraged by Irmida, Kuromorou,** Kuromorou went to Chululu... He confesses directly to Chululu, saying, "I love you." But...

I can't admit it — The End

Continuous Quest: Jeuno Q47 ▶ Jeuno Q48 ▶ Jeuno Q49 ▶ Jeuno Q06 ▶ Jeuno Q50 ▶ Jeuno Q51

Kakashi and the Boy

The hardworking Cardian "Too" harbored painful memories of The Crystal War deep within his heart. One day, a single word from the boy, his dearest family member, reopens those old wounds...

Character

Pantaputta

The only son in the family. He seems to be going through a rebellious phase lately and is a bit annoyed by Two of Swords, who has been his guardian for a long time.

Two of Swords

A kind-hearted Cardian created during the Great War. The Tijerobangero family took him in when Pantaputta was a child. His nickname is "Too."

Karl

A boy who travels around various places for the Airship Stamp Rally.

Naruru

The mother of the Tigelovangero family. He loses his favorite pot.

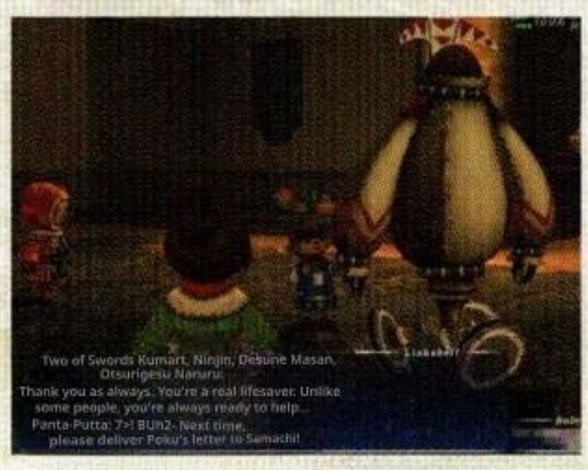
Tigelovangero

The father of the family. He revived Too, which had previously been inactive.

Jeuno Q47 "Secret Magic Set" (Part 1)

Client: Pantaputta

Pantaputta has been cared for since childhood by an old Cardian Toe that his father, Tigerobangero, found. As he reached an age when he could be considered an adult, he kept getting into fights behind his parents' backs. He was annoyed by Too, who tried to control him. One day, Panta-Putta, believing that with the "Secret Magic Set" he could win the fight, asks an Adventurer to procure it.



↑ I'm happy to handle any errand, Two. However, Panta-Putta was growing frustrated with Too's model student demeanor.

Check: Panta-Putta and the Letter

Pantaputta asks Too, who has just returned from grocery shopping, to deliver a letter to the neighboring town. After that, as she hurriedly finished her preparations for the fight and left the house, it turned out that the "letter" was actually a death note.

Next Page

Jeuno Q48: "Deal with the Children"

Client: Karl

The Secret Magic Set was in the possession of the children who had gathered near the Airship boarding area to participate in the Stamp Rally. When you explain the situation to Karl, the children's leader, he gives you a secret magic set in exchange for a white stone.

↓ Children's toys are precious it for the ingredient, white stone Karl, a reliable person. Exchange

Jeuno Q47 "Secret Magic Set" (Part 2)

Pantaputta, holding the Secret Magic Set and his mother's special pot, is about to get into a fight. He shoves Too aside, who tries to stop him, saying, "I don't need you."

Jeuno Q49: "A Housewife's Commitment" (Part 1)

Client: Naruru

Naruru, Panta Putta's mother, was trying to make Tarutaru soup for dinner, but she couldn't find the special pot she needed for the recipe. Troubled, Naruru asks an Adventurer to procure a similar pot from the Windurstian Cooking Guild.

Naruru is taken aback. Unaware of what had happened, her son, who had been shaking his head, took out the special pot

Windurst Q06 "Royal Pot" (→p.276) Jeuno Q49

"A Housewife's Commitment" (Part 2)

Naruru, who was troubled after finding her own pot with a hole in it, receives a new pot from the Adventurer. She begins cooking, wondering why there is no lid.

Jeuno Q50 "The Spoon Is Missing"

Client: Pantaputta

Even though all three members of the Tartaroo family were at home, Too didn't return. He was hurt when Pantaputta told him he was "unneeded," and so he stopped his activities on his own. Pantaputta regrets his thoughtless remark.

↓ Too stopped and was taken to the hospital. Even if he recovers, the memory It seems that memories fade away.

Jeuno Q51 "Gentle Kakkashi"

Client: Pantabutta

An Adventurer, carrying a broken Too, visits the Windurstian Manustery. It seems that to fully heal Too, who carries painful memories from long ago, the Magic cast upon him during his creation must be dispelled and replaced with new Magic. Thanks to Apururu from The Manustery and the Adventurer, Too is eventually revived and returns to his family. He should have lost all memories of his time with the family, but then a miracle happened...

↓ Apururu says that Tou stopped because he was carrying too many painful memories, and his heart broke.

↑ Even though his memories should have been renewed and changed, Too still remembered Pantabutta.

Kakashi and the boy

Fin

Check: The latest kids' craze

Currently, two toys are all the rage among kids: the "Secret Magic Set," which even Panta Putta wants, and the "Airship Stamp Rally –," where you ride an Airship and collect stamps from various places. Karl is a boy who has mastered both, leading the way among children.

Check: Where the pot went

Pantaputta, who always loses fights, brought out Naruru's special pot, intending to take Tu's place. However, a large hole appeared in the pot, which was ultimately just a cooking utensil, and it seemed that Pantaputta had lost once again.

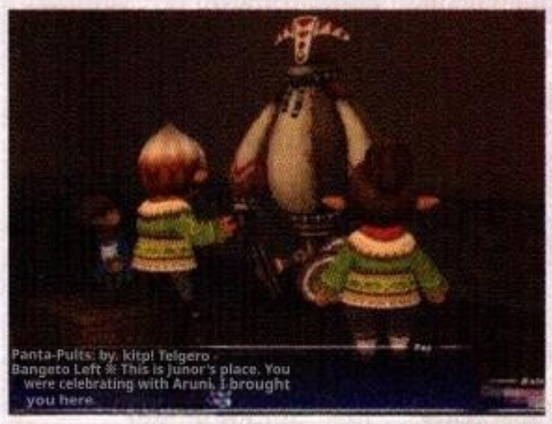
Check: Too's past

Too was sent out as a combat unit during The Crystal War, but due to his kind heart, he avoided combat and was deemed unnecessary by his superiors. As a result, he was put on hiatus, a traumatic experience in his past. Those tough memories from that time came flooding back with just one comment from Pantaputta, and that's why I stopped my activities.

↑ Too, who hated hurting people, was dismissed after being called useless.

Check: Too's Miracle

For Too, who had once stopped his activities after being hurt by his superior's words, Panta-Pults was the first person he learned about in his family and the one who gave him a new purpose in life: to "take care of others." That's why it might have lingered in a corner of Too's memory after he was reborn.



↑ Having become a member of the Telgero-Bangeto family, Too has lived a life surrounded by love.

Continuous Quest **Jeuno Q52** ▶ **Jeuno Q53**

Legendary Martial God

A Monk's belt that progresses in rank from white to purple, then brown, and finally black. It is said that only those known as "Martial Gods" have ever achieved the highest Rank, the Black Belt.

Character

Bora

A member of Tenshodo and a self-defense arts instructor. Assigns challenges to Adventurers to obtain the brown belt.

Attribute Tutorial

A guest at the Kaishinro Inn. In exchange for an Item, he provides information about the "Martial God." He looks like a boy, but who is he really?

Jeuno Q52 "He's got skill!"

Client: Bora

Related: Bastok Q47 "The Fist of the Ferocious Beast" (→P.265)

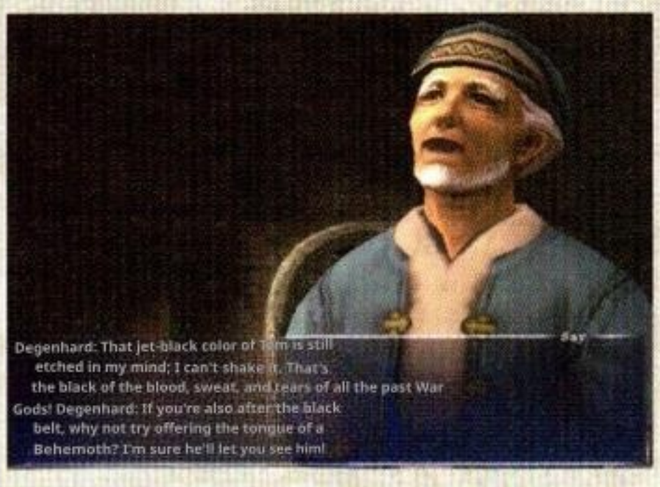
An Adventurer who overcame the trial set by the Tenshodo Bastok branch and was awarded the Monk's equipment, the Purple Sash. Upon learning this, Bora from Tenshodo's Juno headquarters informs the Adventurer that, as a condition for receiving the higher-ranking brown belt, they must bring a "Nue's Fang," a "Morbolgar's Neck," and a "Dodo's Skin." The Adventurer complied and was awarded the Brown Belt.

↑ The Brown Sash is an exceptionally powerful piece of Monk equipment, which makes it quite difficult to obtain.

Jeuno Q53: A Test of True Love

Client: Atritutori

The Black Belt, an even more powerful item than the Brown Belt, is said to be owned by a legendary fighter known as the "Martial God." The Adventurer fulfills Atori-Tutori's request, claiming to know about the Martial God, and finally obtains the Black Belt.



↑ Atori-Tutori states that the condition for meeting the Martial God is to first bring "Wilm's Reverse Scale."

← At Atritutori's suggestion, the Adventurer met with the War God's disciples and, following their advice, decided to prepare a rare item.

The Legendary God of War **Fin**

Jeuno Q54: "In Search of True Love"

Client: Odacell

Character

Odacell

A young man whose heart has been stolen by the three poster girls of the "Kushama Jewelry Store."

Odacell is targeting the three beautiful daughters of the jewelry store. He decides to confess his feelings to the girl who seems most interested in him, and he uses a Chameleon Diamond crafted by an Adventurer to try to understand the girls' hearts.

↑ They say that if you hold the Chameleon Diamond tightly, you can understand the other person's feelings, but...?

Check "Martial God" and his two disciples

In truth, Atritutori, who claimed to be the intermediary with the Martial God, is the Martial God himself. He set conditions, claiming it was to facilitate a meeting with the Martial God, to ascertain whether the Adventurer was worthy of the black belt. Along the way, it becomes clear that Degenhard (→P.257), the "extremely energetic Bastokan old man," and Maat (→P.299), the "really shady, obnoxious guy who only lays down conditions," both studied under the Martial God 30 years ago. Considering their ages, though, just how old is Atritutori...?

Check: What the diamond signifies

It was Prishe who suggested Odacell use the chameleon diamond, having seen through his flirtatious romantic intentions. Odacell, who had prepared the chameleon diamond as she had advised, sees the diamond change color and mistakenly believes that the person has feelings for him. However, the chameleon diamond merely reacts to temperature. In other words, Odacell's body temperature simply rose because he was nervous talking to a beautiful woman.

In the end, Odacell tried to confess to a girl who was likely to reject him. He relied on a tool to find out her feelings for him, but instead ended up believing she loved him... and he was left with a one-sided love. Because she helped him, after the Quest, his Adventurer Title becomes "The One Who Unraveled the Mystery of Love and Picking Up Girls."

↑ While talking to the store clerk, Adel Fleet, the diamond changes color, leading Odacell to mistakenly believe that she loves him.

Jeuno Q55 "False Charges"

Client: Omar

Character

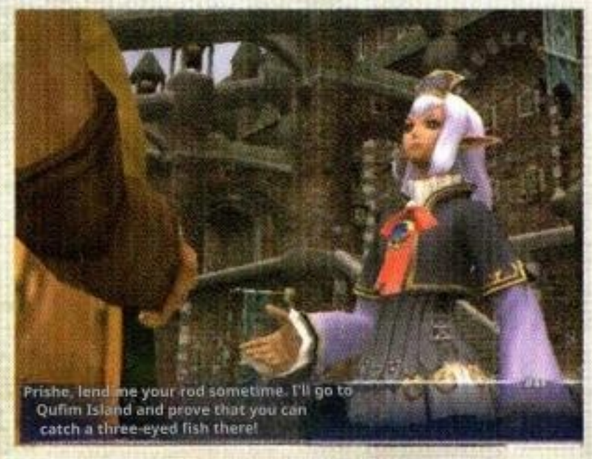
Omar

A man who loves fishing. He caught a legendary fish, but his friends don't believe him, and he lacks the courage to prove it.

Prishe

A mysterious girl who can read people's minds. She reads Omar's mind and tries to prove his words, but...

Omar is upset when his friends question his catch. He lent his cherished fishing rod to Prishe, who promised to prove him right. But when the rod didn't come back, he suspected she had sold it. The Adventurer found Omar's fishing rod and proved Prishe's innocence. Upon learning this, Omar realizes the importance of preserving his pride as a fisherman and expresses his gratitude to the Adventurer and Prishe.



↑ Prishe tried to prove that you can catch a Three-Eyed Fish on Qufim Island, but it seems a Monster snatched her fishing rod.

Check To protect his pride

Omar caught the legendary Waxing Crescent Fish in East Sarutabaruta, but his companions ignored him and said, "If you catch the Three-Eyed Fish on Qufim Island, then we'll believe you." Qufim Island is a dangerous place where you can catch formidable Monsters. Omar had initially decided not to go that far to protect his pride. However, after seeing Prishe take on the dangerous fishing in his place and the Adventurer who proved her innocence, he changed his mind.

Jeuno Q56: "The Magic Doll 'Mitodoke-kun'"

Client: Rakurulakol

Character

Rakurulakol

Self-proclaimed as "Windurst's rising star, blazing a path on the Elite Highway."

His dream is to become a member of the Parliament of Patriarchs.

Rakurulakol of the Windasro Chamber tasked an Adventurer with gathering data on notorious Monsters across the land using the Magic doll "Mitodoke-kun." He had hoped to easily gather the data and pass the promotion exam, but his true intentions had been uncovered...

↑ With this, I've overcome a tough challenge, it," he thought with a smirk. Hmm, Rakurulakol. "I did

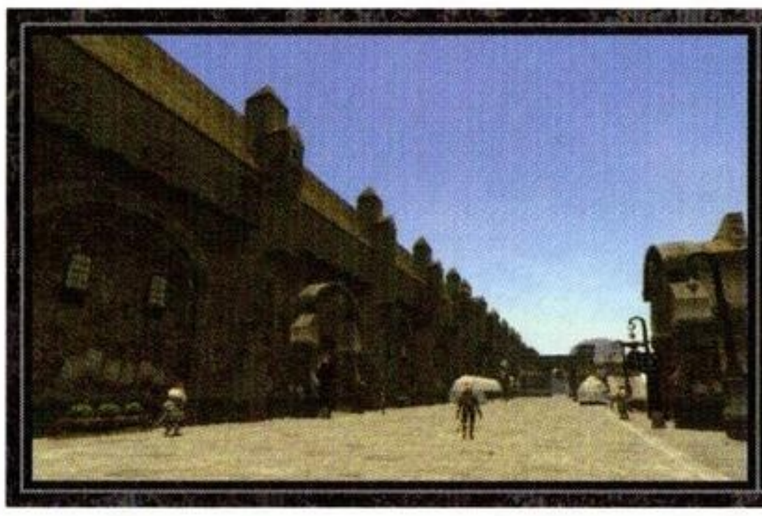
↓ However, "Mitodoke-kun" Through it, the terrifying doctor—Raku They were watching Rakuru.

Check "The Magic Doll 'Mitodoke-kun'"

A magic doll entrusted to you by Rakurulakol. It has Magic that records battle data when you defeat Monsters registered in the main unit.

Lakrulacol was attempting to pass the Orastery's promotion exam by submitting this doll with recorded data. However, Shantotto, who had caught wind of this, used the doll to "oversee" Rakururakoru's dishonest actions, and so his scheme fell apart.

By the way, this Quest is a tough one that requires you to defeat 16 powerful enemies across various locations. Perhaps that's why the reward is 59,630 Gil—basically a "thank you for your hard work" bonus.



QUEST STORY GUIDE

Port Jeuno

Port Jeuno

The Grand Duchy of Jeuno

Jeuno Q57 "Antique Collector"

Client: Imasuke

Character

Imasuke

An aged antique appraiser based in the port of Jeuno.

He has a soft spot for antiques.

The elderly appraiser Imasuke obtained a map of Delkfutt's Tower at the used book market. He learns that an Adventurer is heading to Delkfutt's Tower and will trade a map of the location for the Kaiser Sword.

↑ Imasuke wanted the Kaiser Sword, an "Antique Weapon."

Check: The sword Imasuke seeks

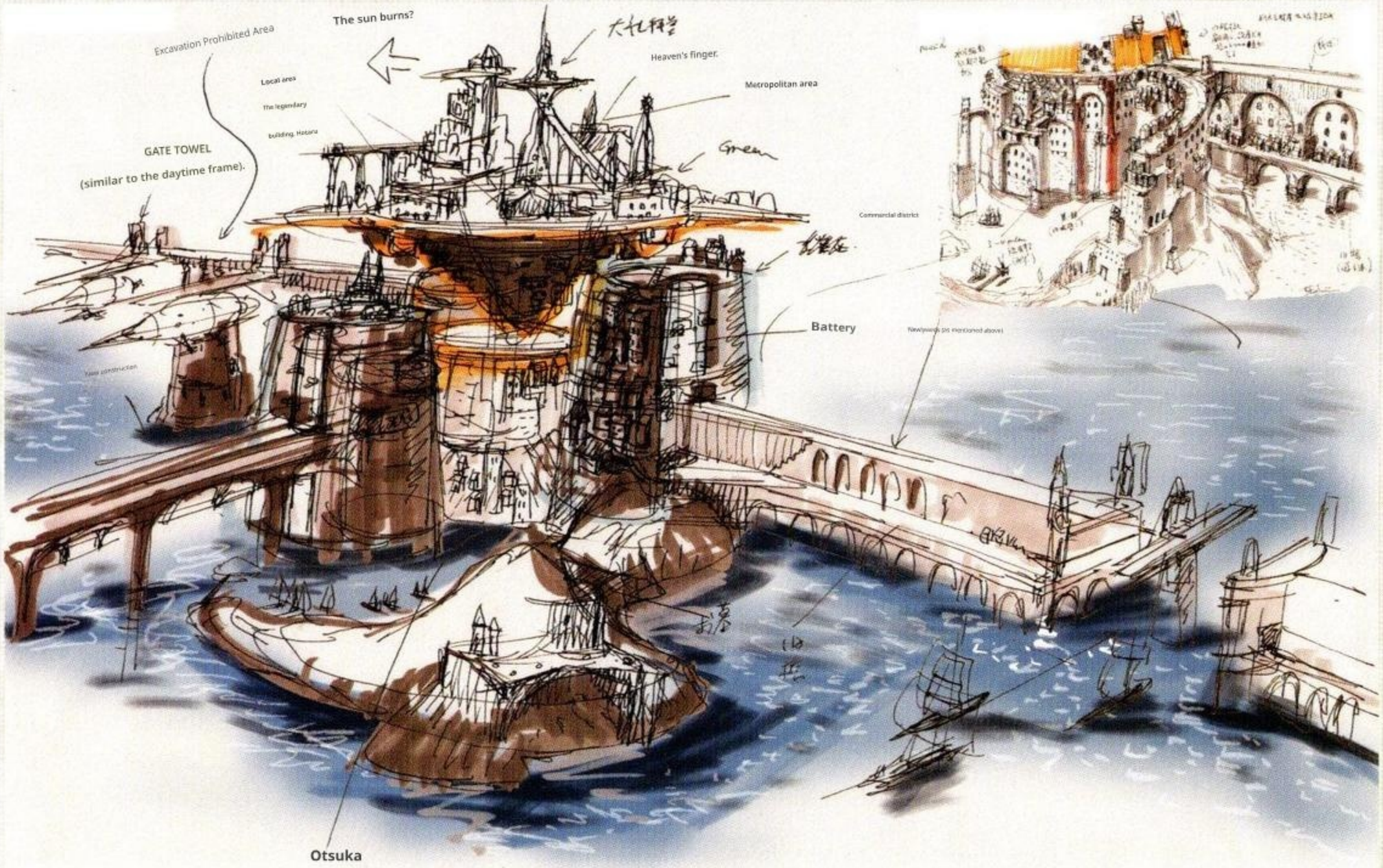
The Kaiser Sword that Imasuke desires is a sword dropped by the Evilwepon tribe on Qufim Island. It's a bit rough to call it an antique, but perhaps that suits Imasuke's taste?

← It has no handle, with the blade protruding directly from the grip.

FINAL FANTASY XI ART GALLERY

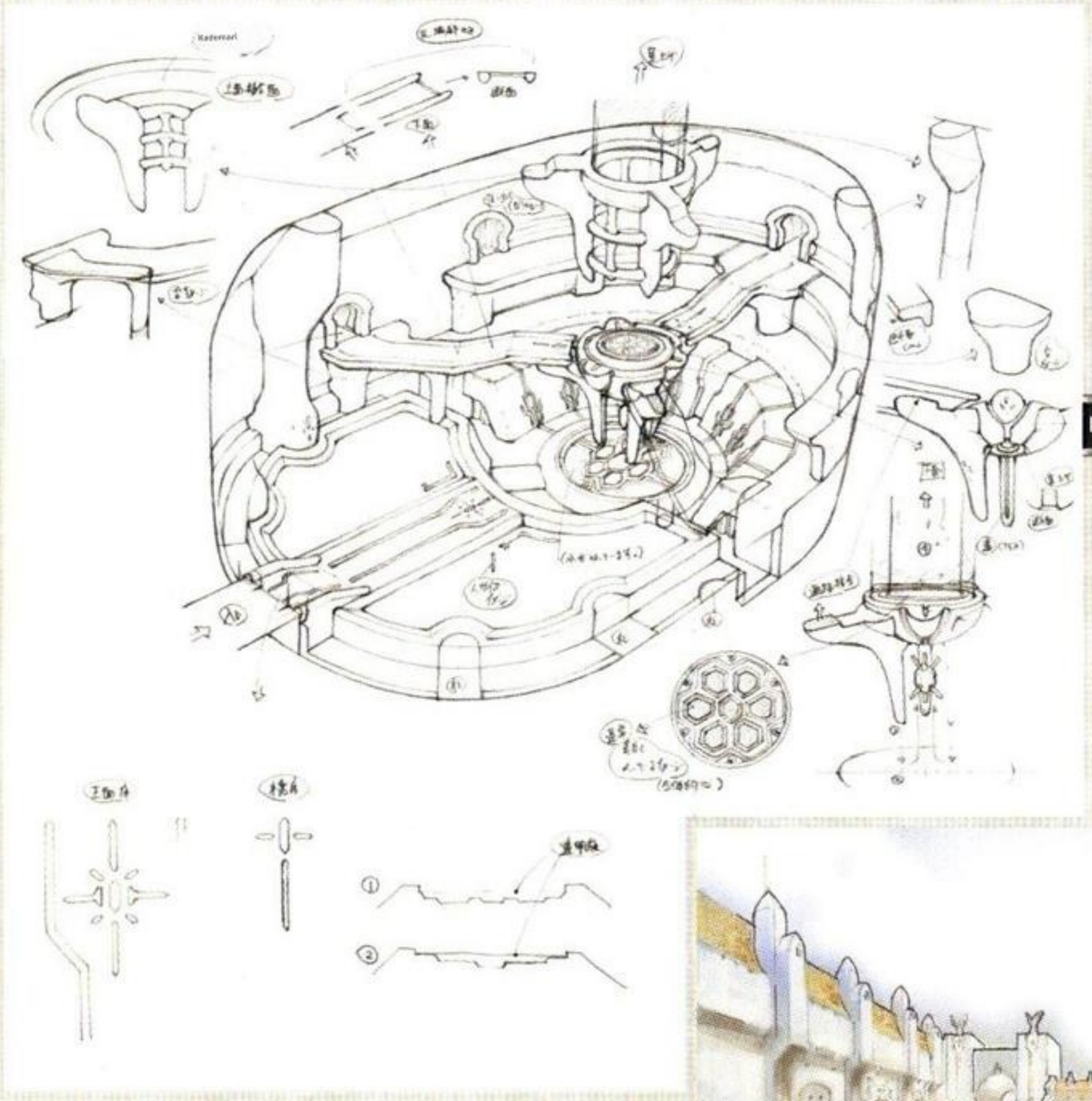
Concept Art Gallery

~Grand Duchy of Jeuno Edition~



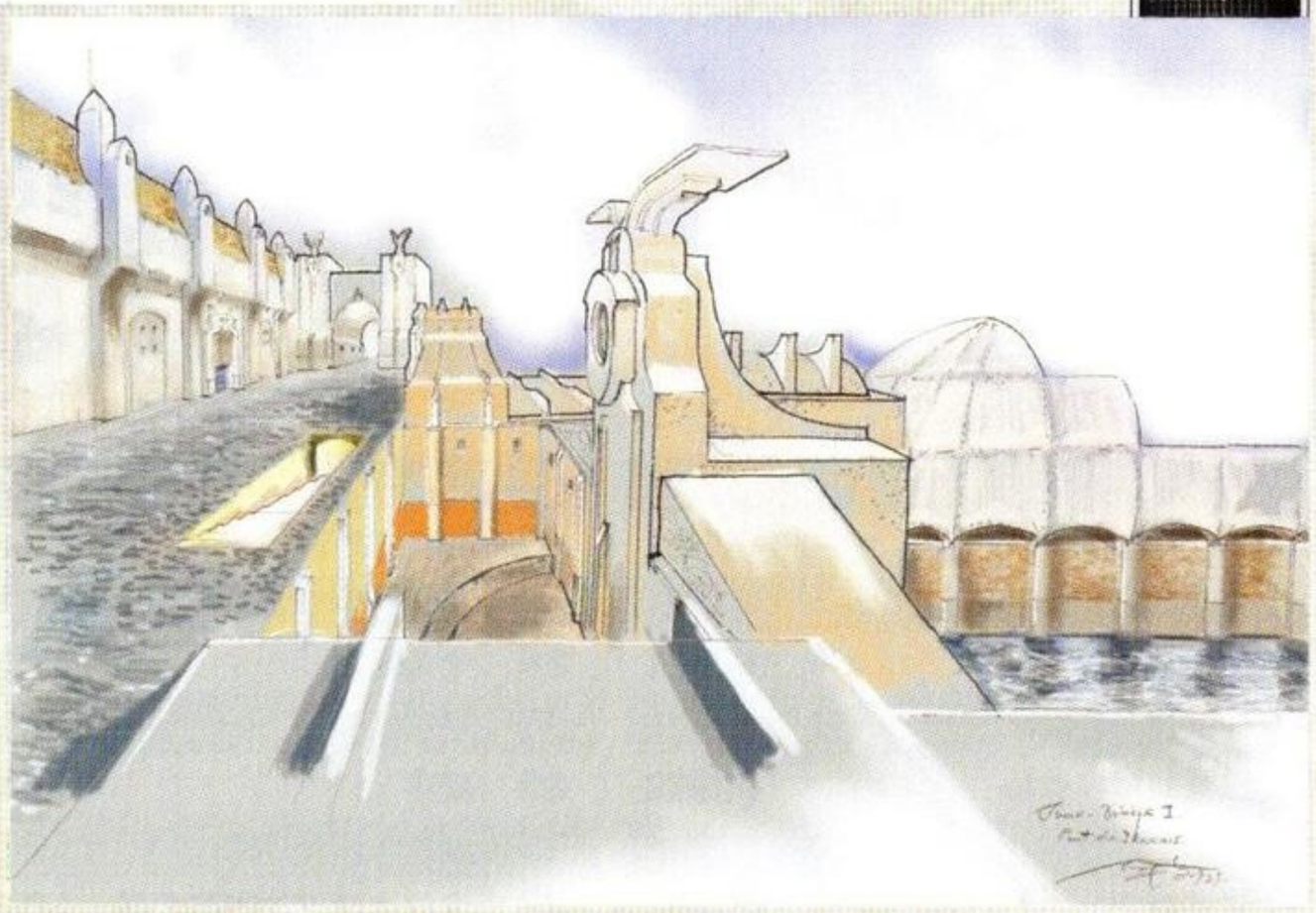
Grand Duchy of Jeuno

Grand Duchy of Jeuno - Distant View

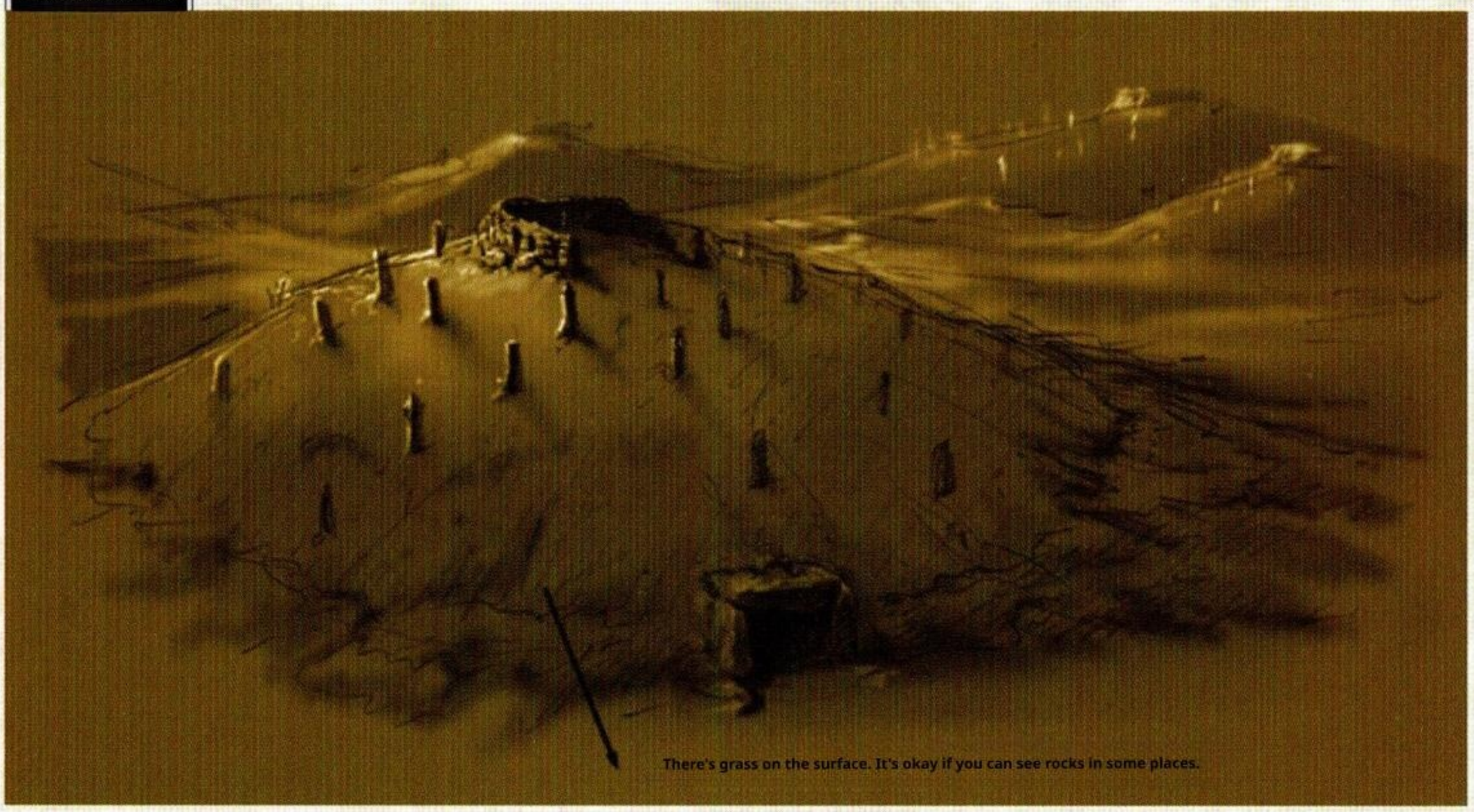


Delkfutt's Tower · Stellar Fulcrum

Port of Jeuno



Batallia Downs



There's grass on the surface. It's okay if you can see rocks in some places.

Quest Story Guide

Other Quests

Others

Stories scattered across The Middle Lands and beyond

The "Other Quests" section features a collection of Quests that unfold in the settlements and surrounding areas across both the Quon and Mindartia continents. Many of these stories reflect the unique characteristics of each region. For example, in Selbina and Mhaura, ports on the ferry route, the stories revolve around the sea. In the Tavnazian Safehold, where survivors of a fallen nation live, the tales evoke nostalgia for the former Marquisate of Tavnazia. Another notable feature is the presence of Quests where Beastmen, who are supposed to be hostile, ask Adventurers for help.

← During the Quest, there are also scenes where each Beastmen leader takes a liking to the Adventurer and invites them to join their ranks.

Other Quest List

No.	Quest Name	Page where posted
01	An old man's recollections	P.321
02	The footsteps of a certain Adventurer	P.321
03	A Test of Grit	P.321
04	Quality control	P.322
05	Recycling	P.322
06	Supplies	P.322
07	Rescue	P.322
08	Lost items at the port	P.323
09	Present	P.323
10	The Real Gift	P.323
11	Harakiri	P.324
12	Pearl-colored memories	P.324
13	Ms. Gotsukuba	P.325
14	Safety	P.325
15	The Fisherman's Heart	P.325
16	The dedication of a certain potter	P.326
17	Antique dealer Orlando	P.326
18	The Cursed Doll	P.326
19	The Mystery of the Broken Fishing Rod	P.326
20	Chef Richard	P.327
21	The Path of Cooking	P.327

No.	Quest Name	Listing page
22	Relentless pursuit	P.327
23	His name is Valgeir	P.328
24	Their skill	P.328
25	Clues	P.328
26	Basics	P.328
27	Gifts from the sea	P.329
28	Knights of the Marquisate of Tavnazia	P.329
29	The truth behind the giant shadow	P.329
30	To all of you I love	P.330
31	Hidden feelings	P.330
32	The Image of a Smile	P.330
33	A graceful puppet	P.331
34	The two of them, someday	P.331
35	Shikaree X	P.331
36	Lost Cuisine	P.332
37	Faith, trust, and	P.332
38	A sincere announcement	P.332
39	A rock floating in the sky	P.333
40	Those wings, high in the sky	P.333
41	Uninvited Shadows	P.333
42	In the presence of God	P.333

No.	Quest Name	Listing page
43	The Sin Hunters' Dance	P.334
44	The Sin Hunters' Requiem	P.334
45	Ancient Secret Techniques	P.334
46	The Scroll of Kopo: The Mog Festival Approaches	P.335
47	A collection of cups perfect for picnics	P.335
48	The World is Wide: The Kupo Volume	P.335
49	Remnants of the bell tower	P.336
50	Kamizari Tsuki	P.336
51	The Orc's Concession	P.337
52	The Wisdom of Quadav	P.337
53	Yagudo's Courage	P.337
54	Goblin Justice	P.338
55	Mithra's favorite	P.338
56	Snowl and the Ranger	P.338
57	Zirozok's Adventure	P.339
58	Memories of Zirozok	P.339
59	Zirozok's return	P.339
60	The Trial of Thunder	P.416
61	Trial by Thunder: Revised	P.417
62	The Heir to Grimoire	P.431

QUEST STORY GUIDE

Selbina

Selbina

Others

Others Q01 "An Old Man's Recollection"

Client: Isacio

Related: Other Q13 "Ms. Gotsukuba" (→P.325)

Character

Isacio

An old man standing on the docks in Selbina. It is said that he teaches a certain skill to novice Adventurers.

If you want to learn the "Survival Skills," then gather items that prove your worth. Adventurers who complete the tasks set by Isazio are granted Subjob skills.

↑ Reflecting on past experiences, Isacio has been imparting Subjob skills to Adventurers.

Check Isacio's past

Isacio was once a renowned knight serving a distant land. However, in exchange for honor, he drew the envy of others, failed to protect his family and friends, and ended up leaving the country to spend his days in despair in Selbina. At that time, feeling a sense of urgency due to the recent rise of the Beastmen, Izasio began teaching his techniques to Adventurers on the front lines of the battle against the Beastmen. He did this because he wanted to give Adventurers the power to protect their loved ones, so they wouldn't have to go through the same sorrow he had.

Check "Survival Skills"

The "Subjob" technique that Isacio teaches allows you to use the abilities of another Job in addition to your main Job. Once you master this, you'll be able to use the powers of two Jobs. By the way, you can also learn this skill from ■ Other ■ Q13 "Gotsukubaa-san" that appears in Mhaura (→P.325).

Other Q02: "The Trail of a Certain Adventurer"

Client: Abelard

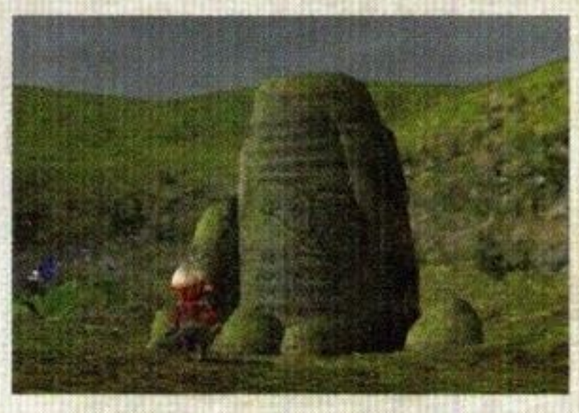
Character

Abelard

The mayor of Selbina. Currently researching the adventurer who laid the foundation for the Vana'diel world map.

When the Adventurer visits, Mayor Abelard mentions that he is researching Gwynham Ironheart, the man who laid the foundations for the world map. Then, he asked the adventurer to copy in clay the words that Gwynham had left on stone monuments in various places. When the Adventurer brought back the clay tablet with the inscription copied, he gladly accepted it.

— Aberalt, to his beloved Gwynham
He spoke about Gwynham's achievements.



↑ The stone monuments scattered across the land bear the words of Gwynham, each one etched with a story tied to that particular place.

Check: The Ironheart Father and Daughter

Gwynham Ironheart, whom Abelard is researching, was an adventurer who traversed the entire Quon Continent to create a map and was hailed as "the most dangerous man who brought safety to the world." He himself died in Valdeaunia, the northernmost region of the Quon Continent, but his daughter Enid Ironheart, who carried on his legacy, completed the map of the Mindartia Continent. Together, the father and daughter duo laid the foundation for the world map. The maps used by modern-day adventurers were also created based on the work completed by this father and daughter team, the Ironhearts.

Other Q03 "Test of Determination"

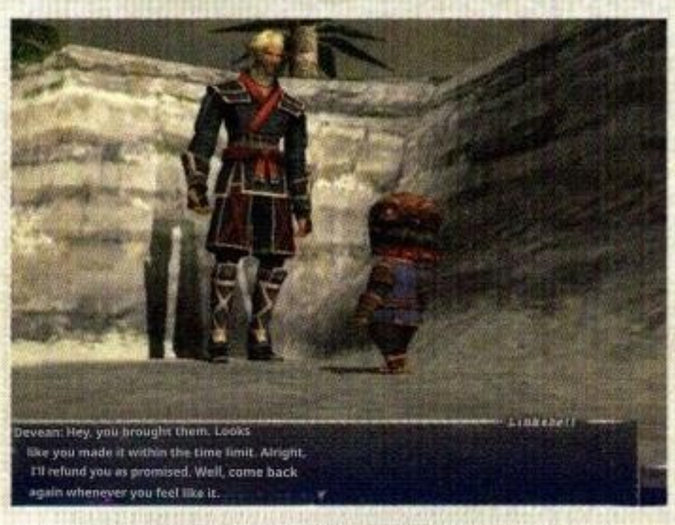
Client: Devian

Character

Devian

A man in an alleyway in Selbina. He earns a daily wage by offering Adventurers a test of mettle that resembles gambling.

Upon meeting the Adventurer, Devian proposes a test of mettle with money at stake. The challenge was to find the "Do-Nes-Sandal" hidden in Davoi within a set time limit.

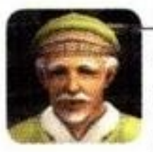


↑ The Adventurer who won the bet against Devian. By the way, the Adventurer can choose the wager and the time limit themselves.

Other Q04 Quality Control_

Client: Merion

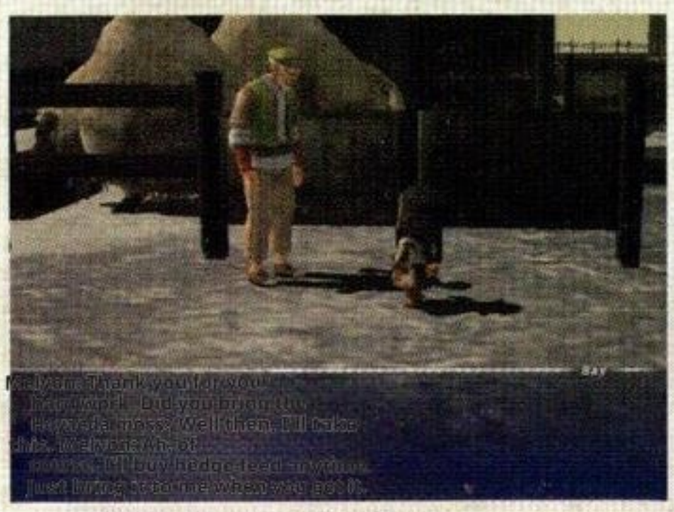
Character



Merion

An elderly man who runs the Job Guild Shop in Selbina. He takes care of the sheep raised by the Guild.

Merion, who runs the Guild Shop, asks the Adventurer to procure high-quality feed so that he can get fine wool from the sheep he raises. The Adventurer delivered the feed he had specified.



↑ Merion says she will buy the feed at any time. She has a distinctive accent with a strong southern accent.

Check Merion's commitment

According to Merion, the ram hides and wool he procures from Adventurers vary in quality, making them difficult to use as a material for textiles. That's why he's particular about the feed he gives his sheep, ensuring they consistently produce wool that meets or exceeds a certain standard.

Other Q05 "Recycling"

Client: Cameo

Character

Romeo

A grumpy old man. He came up with the idea of recycling the beginner equipment that Adventurers discard.

☐ At Meo's request, the Adventurer collected the equipment provided to new Adventurers. After receiving them, Romeo says he wants to put the collected equipment to use again for the benefit of the newbies.

↑ Romeo argues that nothing should be thrown away lightly, as there must be a use for everything.

Take care of Check items

Weapons with "Onion" in their names, such as the Onion Sword, and the white belt for waist armor are beginner equipment that Adventurers start with. Because of that, their performance is poor, and they are often thrown away quickly. Romeo, who dislikes this trend of not taking care of things, is conducting his own recycling efforts.

By the way, the reward you get from him for completing the Quest is a trash can that serves as a decorative item. When placed as a piece of furniture in Mog House, this trash can increases the number of Items that can be stored, allowing you to avoid throwing things away. It also boosts the success rate of the Crystal Synthesis method "Fragmentation," which recovers materials from products. In other words, it supports recycling efforts. It's the perfect reward for this Quest.

Other Q06 "Supplies"

Client: Vuntar

Character

Vuntar

A man who works at the port as a stevedore on the ferry route. He is gathering Rolanberry fruit for the crew's food as the Ferry prepares to depart.

Vuntar, who had asked the Adventurer to procure food, says that the aged Rolanberry stockpiled by the Crawler tribe is good. The Adventurer headed to the Crawler's Nest and gathered the fruit.

↑ Rolanberry, with its high water content and nutritional value, seems to be the ideal food for a voyage.

Other Q07 "Rescue"

Client: Thunderhawk L

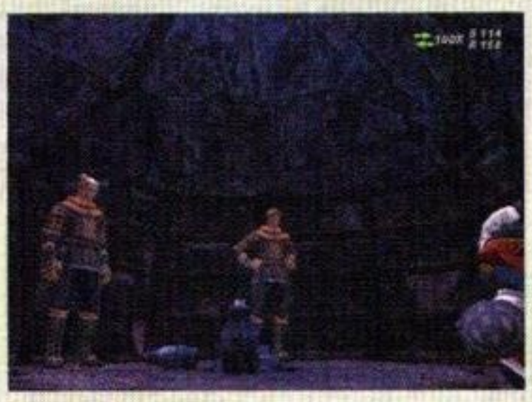
Character

Thunderhawk

The guards stationed at the mayor's residence. They are troubled by the recent spate of attacks on traveling merchants by Quadav.

Guard Thunderhawk asks the Adventurer who approached him to rescue two traveling merchants held captive by Quadav. The Adventurer headed to the scene, defeated Quadav's general, broke into the prison, and rescued the merchants. After the adventurer brought the merchants' entrusted cargo back to Selbina, the merchants themselves also managed to escape on their own.

↓ Thunderhawk apologizes, noting that rescuing the merchant is their responsibility.



↑ The merchants, who were helped by the Adventurer, say they can escape on their own as long as they don't have heavy luggage.

Check: Kudaf's General

Character

De Vue the Headhunter

De Vue, the head collector. A general who collects human heads.

The key to the prison holding the traveling merchants is called the Quadav talisman, and it's in the possession of the Debu Headhunter. This Quadav general is a veteran who also fought in The Crystal War. At that time, he was said to be renowned as a fierce leader of the Beadeaux Assault Corps.

Continuous Quest Other Q08 ▶ Other Q09 ▶ Other Q10

Love crosses the ocean

Oswald, a young man living in Selbina, had a lover who lived in the port town of Mhaura on the opposite shore, separated by a ferry route. The Adventurer resolves the troubles in his love life.

Character

Oswald

A young man from Selbina who longs for his lover in Mhaura. He's always cracking jokes about something.

Zaldon

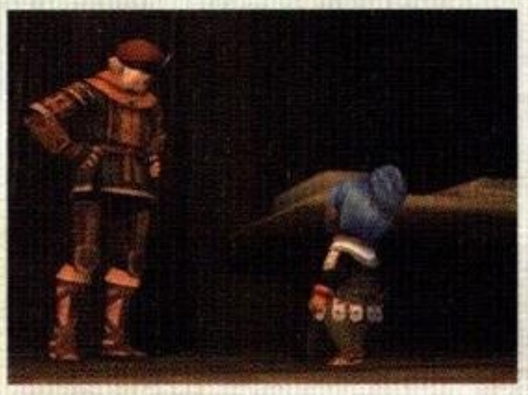
The stubborn old Galka from the Fishermen's Guild. He seems to be the most knowledgeable person in Selbina.

Other Q08 "Lost Item at the Port"

Client: Oswald

The Adventurer approached Oswald, who looked troubled, and asked him to find a precious ring that had fallen into the sea. When the adventurer consulted Zardon, who had been recommended by a fisherman at the harbor, he told him about Greedy, a fish with a voracious appetite that would swallow anything shiny. Zardon suggested that if the adventurer went fishing in Selbina, he might just happen to catch a fish that had swallowed the ring. The Adventurer, having cast his line at the harbor and caught a plump Greedy, had Zardon gut the fish, and a ring rolled out.

and said, "Zaldon, things will work out." appears. It seems he didn't expect it. He's genuinely surprised when the ring



↑ Oswald, who got the ring back Walt jokes that he'll give it to his girlfriend someday.

Check: Reeling in Love

When I gave the ring that came out of the fat Greedy's belly to Oswald, he told me that he had a girlfriend living in Mhaura and that he planned to give her the ring he had dropped into the sea as an engagement ring. Perhaps because of this, completing this Quest will earn you the Title of "Cupid of Love."

Other Q09 "Present"

Client: Oswald

Related Other Q14 "Safety" (→P.325)

Oswald is troubled by something again. When the Adventurer listened to the story, it seemed that his lover was feeling down. At Oswald's request, the Adventurer procures Dance Mushrooms as an ingredient for a meal, hoping to cheer his lover up with something delicious.

The Dance Mushroom is a member of the Mushroom Tribe. It's an ingredient that can be obtained from things like stars. ↓

Check: Save Love with Mushrooms

Oswald, having received the Dance Mushroom from the Adventurer, is delighted that the inn's head chef can now prepare a meal for him. He expresses his gratitude to the Adventurer while handing over the reward. The phrase "Savior of Love" that Oswald uttered at that moment becomes the Title awarded upon completing the Quest.

Check Oswald's lover

Oswald's lover, who lives in Mhaura, is Celestina, who also appears in Q14 ■ "Safety." She has a particular concern on her mind, which is making her feel down, and Oswald is worried about her (→P.325).

Other Q10 "The Real Gift"

Client: Oswald

Oswald's lover appreciated the meal, but she still looked glum. So, Oswald came up with the idea of gifting a necklace made from a pearl taken from a Shall Shell, and he asked the Adventurer to bring him the shell. After learning from Zardon where the Shall Shells lived, the Adventurer procured the shells and delivered them to Oswald.

↑ After that, Oswald's lover seemed to recover, and he finally made up his mind to give her the ring.

Check: The Genghis Khan of Love!

Oswald had his love life saved by Adventurers three times. In this final Quest of the series, he is so moved by the Adventurer's help thus far that he shouts, "You are truly our Genghis Khan of love! You're the King of Love!"he shouts. And then, this somewhat embarrassing title, "King of Love," is bestowed upon the Adventurer upon completing the Quest.

Love crosses the ocean *Fin*

Other Q11 "Harakiri"

Client: Zaldon

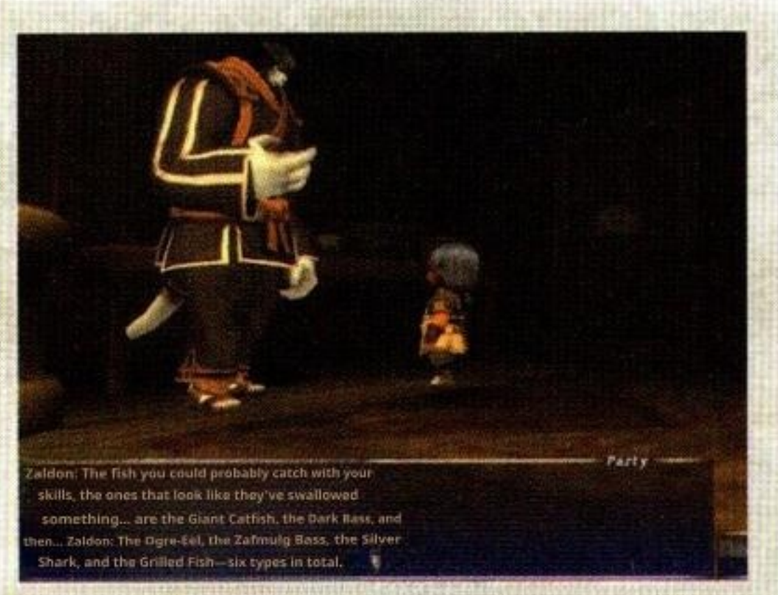
Other Q10 "The Real Gift" (→P.323)

Character

Zardon

A fisherman who excels at preparing fish. He will gut the fish and examine its stomach.

Noticing the Adventurer's Fishing skills, Zardon tells him to bring a Greedy Fish if he catches one. When the Adventurer brought in a Rotten Fish, he gutted it and removed the item the fish had swallowed.



↑ If you ask Zaldon, he'll tell you the types of gluttonous fish that match an Adventurer's fishing skills.

Check: Various discarded items

There are many other gluttonous fish besides Greedy, who swallowed an engagement ring in the incident involving Oswald's ring (→P.323). The items found inside the bellies of such fish are quite varied, ranging from rough gemstones to even a massive Great Sword.

Other Q12 "Pearl-Colored Memories"

Client: Dideric

Jeuno Q24 "Those Who Are Guided" (→P.307)

Character

Dideric

An intermediary who finalizes business deals. Umberto was commissioned to create a certain painting.

Angelica

A painter staying in Windurst. Dideric asked me to create a painting.

Fellou (→P.306)

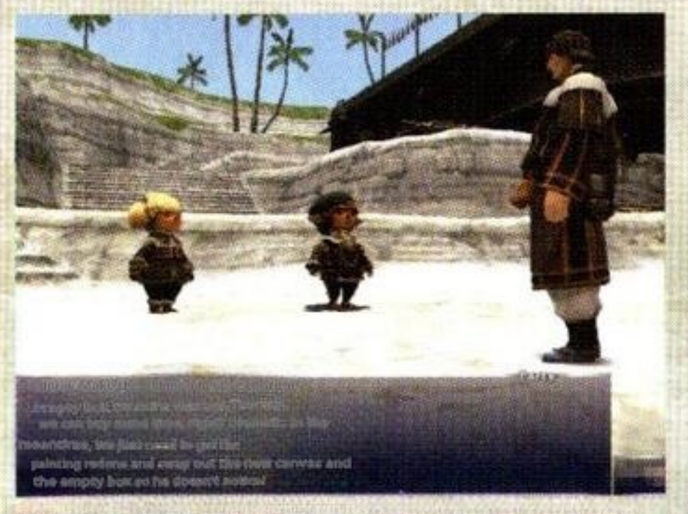
Adventurer's companion. He has a signal pearl that allows him to be contacted at any time.

Umberto

An old man from Bastok. He commissions Dideric to paint a portrait of his late wife.

The broker Dideric was in trouble because pirates had stolen the painting that Umberto had ordered. Upon hearing his request, the Adventurer decided to team up with Ferrow to procure a new painting.

First, the Adventurer commissioned the Windurstian painter Angelica to recreate the painting. Meanwhile, Ferrow buys time at Umberto's place until the new painting is finished. As the two kept in touch, they discovered that the commissioned painting was a portrait of Umberto's late wife, and that she had been a painter. Upon hearing this, Angelica remembered seeing Umberto and his wife in Bastok some time ago. Drawing inspiration from that memory, she created a stunning portrait.



↑ Dideric, fearing the wrath of his client Umberto, seems reluctant to admit that the painting has disappeared.

↑ Angelica says she wants the unique pearl-colored paint that Umberto's wife used.

← Umberto expresses his gratitude to the Adventurer and Fellow who went to great lengths for him. Seeing the new portrait, he let out a gasp of surprise.

Check Role Assignment

After agreeing to help Dideric, the Adventurer can choose between "asking Angelica to recreate the painting" or "buying time at Umberto's place." Then, the Fellow will take on the role that the Adventurer didn't choose. By the way, no matter which one you choose, the roles of the Adventurer and the Fellow simply switch, and there's no major change to how the Quest unfolds.

Check: Looking at his wife's portrait

Umberto: (looking at the new portrait) This painting... isn't it Grandma's?! And this color scheme...! This is... that secret paint color that my grandmother cherished... This is exactly what I was looking for... Please... please, I beg you! Could you give me this painting, please? Fellou: Yeah, of course! Because both the Adventurer and I worked hard for that.
Dideric: Yeah. It's great that the old man is happy.
Umberto: Really?! ..... It's like a dream ..... I can't keep dawdling forever... I wonder if the people who reached out to me when my grandmother died are still doing well... I need to go apologize for my terrible behavior back then... It seems that the wonderful painting you brought reminded me of something I had lost sight of. ..... I really owe you a lot. Thank you.

QUEST STORY GUIDE

Mhaura

Mhaura

Others

Other: 13 yen per quarter

"Gō Tsukuba-san"

Client: Vera

Related: Other Q01 "Recollections of a Certain Old Man" (→P.321)

Character

Vera

An elderly woman who lives in the port town of Mhaura. She tells the Adventurer she has a "good story" and asks them to gather various items.

Adventurers who accept Vera's offer, "I'll tell you a good story," procure the items she requests. Then, Vera taught them the skills needed for the Subjob.

↑ It seems that Vera was testing the Adventurer's abilities by pretending to be a frail old lady.

Check: The truth behind the mask

Other Q01■ Like Isacio, the former knight who teaches you Subjob skills in "Memories of a Certain Old Man" (→P.321), Vera is not just an ordinary old man. In fact, he once served as a musketeer in a certain country, and according to the residents of Mhaura, he was quite a well-known figure.

Other Q14J "Safety"

Client: Celestina

Related: Other Q09 "Present" (→P.323)

Character

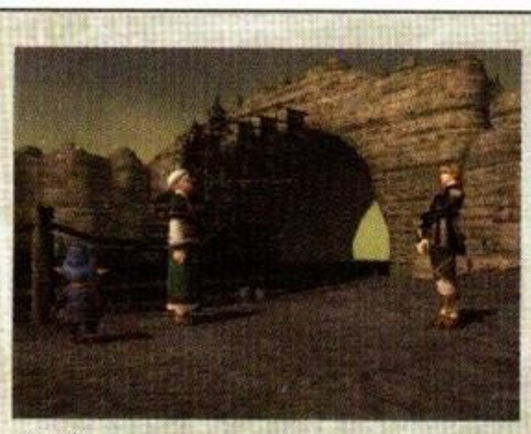
Celestina

A girl from the town of Mhaura. She hopes to cure her mother, Blandine, of her mental illness.

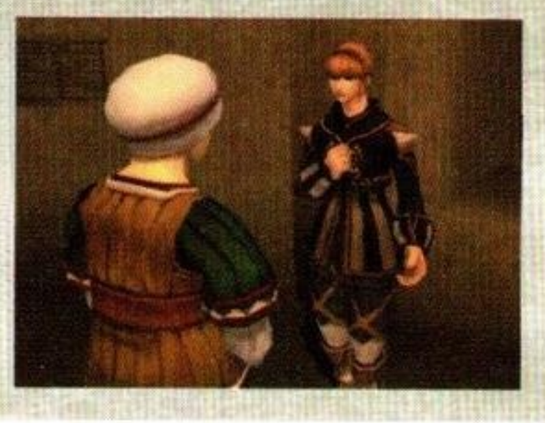
Blandine

A wife who cannot accept the fact that her sailor husband was attacked by pirates.

An Adventurer visiting the port of Mhaura spots a mother and daughter talking. When the adventurer asks her daughter Celestina about the situation, the mother, Blandine, refuses to accept the reality that her husband was attacked by pirates while at sea and has gone missing. She says, "My husband will be back soon," and has been standing at the harbor every day for a year. At Celestina's request, the Adventurer retrieved the sand amulet her father had worn from the pirates, hoping to help her mother. He shows it to Blandine, helping her accept reality.



↓ Celestina, her mother Blandine faces reality I wanted you to do that.



↑ Celestina encourages her mother, telling her to accept the truth and believe that her father is safe.

Check: Lovers Separated by the Sea

Celestina, who appears in this Quest, is the depressed lover of Oswald, who also appears in Quest Q09 ■ "Present" (→P.323). In "Present," the reason for her lack of energy remained unclear, but in "Safety," it is revealed that she was worried about her mother, Blandine.

Check: The whereabouts of her husband

Blandine's husband worked as a sailor on a ferry. It was about a year ago that he was attacked by pirates and went missing. Meanwhile, in Norg, the pirates' hideout, there is a man named Rafid who was taken in about a year ago. He was thrown overboard when the ferry was attacked by a sea monster, and the shock of the incident seems to have caused him to lose his memory. He seems to have worked as a sailor before that, and he appears familiar with his work in Norg. Putting all this information together, it seems that this Rafid could very well be Blandine's missing husband.

↑ "I don't remember anything from over a year ago," said Rafid. Is he Blandine's husband?

Other Q15 "The Fisherman's Heart"

Client: Katsunaga

Character

Katsunaga

A man who works as a fisherman in Mhaura. For some reason, he seems to know the Adventurer's catch record so far.

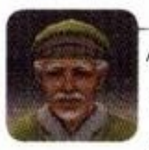
The fisherman Katsunaga says he will reveal the Adventurer's catch if they bring a fish called a Gugliu Tuna.

↓ I was watching the Adventurer's catch. Katsunaga speaks fluently.

Other Q16 "A Ceramist's Commitment"

Client: Nereus

Character



Nereus

A potter who works hard making pottery in Mhaura. Recently, he's been struggling with a shortage of the clay he prefers from the Gusgen Mines.

The potter Nereus, recognizing the Adventurer's skills, asks them to procure clay from the Gusgen Mines. The Adventurer, who delved into the Gusgen Mines haunted by the dead, obtains the clay and delivers it to Nereus.

↑ As a "true artist," Nereus insists on using clay from the Gusgen Mines.

Other Q17 "Antique Dealer Orlando"

Client: Orlando

Character

Orlando

An antique dealer with a shop in Mhaura. In the neighborhood, he's known by the unflattering nickname "Junk Gramps."

Orlando tells the Adventurer that some Goblins bury junk in the ground. He says he'll buy all that junk if you bring it to him.

↑ The trash buried by Goblins is mostly worthless to humans, with only a few exceptions.

Other Q18 "Cursed Doll"

Client: Fih Tjullmo

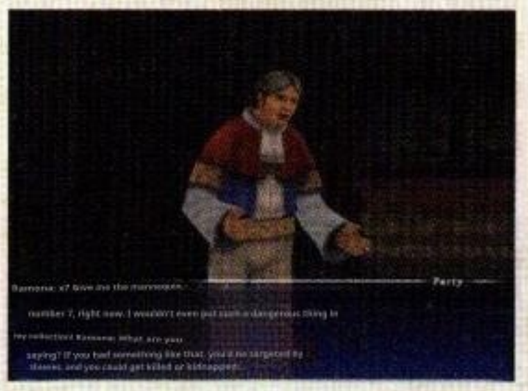
Related: Other Q32 "Smile's Reflection" (→P.330)

Character

Fih Tjullmo

A craftsman at the Goldsmithing Guild Shop in Mhaura. She is interested in the now-disused dolls known as "Mannequins."

At the request of Fih Tjullmo, who wants to study the Mannequin that is no longer made, the Adventurer begins investigating the Mannequin. Then, upon learning that the Mannequin was considered taboo due to past incidents and that its parts, crafted long ago, were still in the possession of a monstrous entity, the Adventurer retrieved the parts and delivered them to Fee.



↓ Mannequins are ominous It seems that's why people disliked it. What was the reason for that...?

↑ After completing the Mannequin, Fi gives the Adventurer a prototype.

Other Q19 "The Mystery of the Broken Fishing Rod"

Client: Keshab-Menjab

Related: Windurst Q54 "The Battle of Purgonorgo Isle" (→ P. 291)

Character

Keshab-Menjab

A man who belongs to the Fishermen's Guild. While recycling broken fishing rods, he wonders why the recycled rods break so easily.

Keshab-Menjab spotted an Adventurer. He called for more recycling efforts and then asked the Adventurer to find out why the rods he had repaired were prone to breaking.

↑ The Adventurer finds a beautiful broken fishing rod on Purgonorgo Isle and takes it home.

Check: Goblins' treasured possessions

Among the items that Goblins bury in the ground are the following: They bury these items to keep them safe, but aside from the Beastmen's currency, it's mostly junk like burlap sacks with teeth, fish bones, and bird droppings. Orlando, who happily buys up these items, might well be called the Junkman...

◆ Items that Orlando buys

· Goblin dice
- A burlap sack containing teeth
- Sacks containing claws
- Rotten meat
- Fish bones

· Goblin Cup
- Scraps
- **Beastcoin**
- Beastmen silver coins
- Beastmen Mithril Coins
- Beastmen gold coins

Check: The Mannequin's Bad Reputation

During the Quest, the Adventurer visits Kiegild of the Wood in San d'Oria, which once manufactured Mannequins, and learns how the Mannequin industry fell into disuse.

According to the story, a fashion show was once hosted by the Windurstian Weaver Egild, and it seems that a large number of Mannequins were ordered from Wood Egild. Once the mannequins were completed and being transported by ship, the Beastmen mistook them for soldiers and attacked, seizing the mannequins. Moreover, the Beastmen tore the stolen Mannequins apart and, as if to flaunt their spoils of war, threw them into the city or displayed them on the streets. Eventually, a rumor spread that mannequins were ominous objects that attracted Beastmen, and Kiegild became a place where people felt uncomfortable.

Check: Suspicious broken fishing rod

Upon seeing the fishing rod with a pristine break point, Keshab-Menjab realizes something. Looking at the rod's break point, it appears that someone made a cut in the rod to make it break. In fact, on Purgonorgo Isle, a dispute has arisen between the Fishermen's Guild and an unknown party over the island's ownership, and it's believed that the fishing rod incident was a result of that conflict (→P.291).

Continuous Quest: Other Q20 ▶ Other Q21 ▶ Other Q22 ▶ Other Q23 ▶ Other Q24 ▶ [25] ▶ Other Q26

Mastering the art of cooking doesn't happen overnight.

Richard, a young man working at the "Sailor's Inn" in Mhaura, is a remarkably skilled cook despite still being in training. He had someone in mind he wanted to show what he had learned by improving his cooking skills.

Character

Richard
A cook who works at Mhaura's "Sailor's Inn." Currently experimenting with new dishes using a variety of ingredients.

Valgeir
The head chef at Selbina's inn, "The Shepherd's Retreat." He's eccentric and stubborn, but his cooking skills are top-notch.

Take
The proprietress of the Sailor's Inn. She watches over the work at the Litchi Yard like a guardian.

Other Q20: "Chef Richard"

Client: Richard

The Adventurer, seeking work, was referred by the Mhaura Governor's Office and visited Take, the owner of the Sailor's Inn. After some hesitation, she asks the Adventurer to help Richard, the inn's cook. Richard said he wanted Dhalmel meat for cooking. The Adventurer promptly hunts a Dhalmel, obtains its meat, and delivers it to Richard. He then expresses his gratitude and enthusiastically shares his plans to study at the inn and become a top-notch chef.

"Mhaura Governorate's Numi:A Daligo asks, "Which of Take's inns?" He says there might be a job.

↑ To the chef Richard
Upon request, the Adventurer is Dhalmel goes out to get meat.

Check: Inn's cook

Upon completing this Quest, Richard speaks kindly to the Adventurer and shares a bit about his background. According to what he said, Richard has been training at Take's Sailor's Inn for the past three years.

Other Q21 "The Path of Cooking"

Client: Richard

When the Adventurer visited Richard, he greeted him, saying, "You've come to the right place." He has a sudden order for food and needs fresh ingredients procured right away. The Adventurer delivers the ingredients within three days as requested and receives thanks from Richard.

◆ Richard, with fresh ingredients is happy to be able to make good food.

Check Freshness is the soul of ingredients

Richard asks you to procure the ingredients within three days and offers a reward of 1,500 Gil if you deliver them on time. He will accept the delivery even after three days have passed, but in that case, he will note that the Adventurer simply arranged the ingredients and the reward will be reduced to 1,000 Gil. He also cautions you to procure the ingredients quickly, as the quality of the ingredients makes or breaks a dish.

↑ While giving the Adventurer a bit of a lecture, Richard still buys the ingredients.

Other Q22 "Relentless Pursuit_

Client: Richard

Richard says that the dish he prepared with the Adventurer's help last time was well received by the Mhaura Governor's Office. Determined to further hone his skills, he expressed a desire to cook with even better ingredients and asked the Adventurer to bring him an ingredient called a Puff Ball. The Adventurer, having gone to great lengths to obtain the Puff Ball, brings it back safely.

↑ An Adventurer who hunts Torrent Monsters in search of the Puffballs that Richard wants.

Check: Gain confidence

Having honed his skills through previous Quests, Richard has finally matured into a chef worthy of the Mhaura Governorate's recognition. This time, he's cooking with the intention of getting back at a certain person... (→P.328).

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Other Q23: "His Name is Valgeir"

Client: Richard

Richard, having researched puff pastry and created his masterpiece, the Aragon New Pizza, asks the Adventurer to deliver it to a certain person and observe their reaction. That person—Valgeir, the head chef at Selbina's inn—immediately flew into a rage upon tasting Richard's masterpiece, and sent a message to the Adventurer: "Get out of the culinary world."

↑ Valgeir is harsh if you have no idea what cooking is all about.

Other Q24: "That skill"

Client: Take

Concerned about Richard, who was feeling down after Valgeir's assessment, Take revealed to the Adventurer that the two chefs were, in fact, father and son. Then, considering why Valgeir doesn't acknowledge his son, he asks the Adventurer to taste Valgeir's cooking as a test. The Adventurer gathered the ingredients Valgeir requested and delivered his dish to Take.

↑ Take, who acknowledges Richard's skill, looks perplexed, not understanding Valgeir's thinking.

Other Q25 "Clues"

Client: Richard

Richard eats Valgeir's cooking and, with a hint of frustration, mutters that he can't match his father. However, Richard, eager for his father to acknowledge his unique style, asks an Adventurer to procure insect eggs so he can create a dish he's confident in. Upon receiving the insect eggs collected by the Adventurer, Richard shows off his skills and prepares a dish.

↑ The Adventurer hunted Crawlers and collected the rare ingredient "insect eggs."

Other Q26 "Basic"

Client: Richard

The Adventurer delivered Richard's signature Mhaura-style couscous to Valgeir. However, he says, "The basics aren't there," and gives the Adventurer a simple popotimo to deliver to Richard as a reply. Later, when the Adventurer visits the inn, Richard tells them that looking at the popotoimo brought back memories of his training with his father and stories about his mother. In the midst of this, Richard finally realized that he had forgotten the fundamental reason for cooking.

↓ "We prioritize the quality of our ingredients, but the fundamentals aren't in place," says the son. Valgeir's assessment.

↑ Richard ponders as he looks at the popotimo that Valgeir sent.

The path to becoming a cook isn't something you can master in a day.

Fin

Check "Aragonese Pizza"

A creation by Richard, a chef who lives in Mhaura.

Richard's signature dish. The description doesn't reveal what kind of dish it is, but according to Richard, it seems to be a pizza made with the puffball mushrooms he gathered during the previous request. Still, for Valgeir to go so far as to say it's "not something you'd feed to people," I wonder what it actually tastes like?

Check: What Take knows

Take: Valgeir is that kid's real father, you know. He's a very skilled chef, but that makes him very strict. Especially for that kid... That kid also received elite training as a chef, but it seems he just couldn't meet his expectations. They had a lot of arguments, and he ended up leaving home. I think that kid's skills are pretty amazing, though. I wonder what Mr. Valger is thinking?

Check: Richard returns to basics

Richard: Hey, it's been a while. Thanks so much for the other day! I finally understood the meaning of that popotoimo. When I was training under my old man, Popotoimo was often a challenge. I often messed up and got yelled at. I got fed up with that daily grind, so I ran away from my old man. I thought I was doing my best, determined to one day show him I could do it... but... When I was a kid, my mom often made baked popoto using popotoimo. She wasn't a great cook by any means, and she didn't use the best tools either. But I absolutely loved the baked popoto my mom made. They were absolutely delicious. Before I knew it, I had lost sight of the fundamental reason for cooking... I still have a lot to learn. I'll start over from the beginning again. You've really helped me out. Thank you!

QUEST STORY GUIDE

Tavnazian Safehold

Others

Other Q27 "Gift from the Sea"

Client: Antreifio

Character

Repoltsuo

A member of the Tavnazian Safehold's vigilante group. Reflects on the village's past and present.

Ekette

A woman reminiscing about the past. She tells the Adventurer the story of the "Conch Shell that Sounds Like the Sea."

Antreifio

A boy who lives in the underground shelter. He has a strong yearning for the world beyond the village.

The Adventurer, responding to the request of the young boy Antreifio who yearns for the outside world, found the Conch of Memories on the beach. While talking with Antreifio and Leporuzzo, the group remembered Ekette's story they had heard before, and they decided to visit her. Then, Ekette and Lepoluzzo listened to the nostalgic sound emanating from the Conch of Memories.

Antreifio said, "The sound it. Please bring the shell that makes the sound." He asks the Adventurer to do

↑ Repo puts his ear to the spiral shell. What he heard was his own voice as a child...

Check "Conch of Memories"

A twisted shell washed up from the deep sea. The sound of the waves emanating from it gently caresses the listener's ears.

A conch shell found by an Adventurer on the Misareaux Coast. It seems that anyone who puts it to their ear hears nostalgic sounds of the sea. When Ekette puts it to his ear, he hears the sounds of the sea from the former Marquisate of Tavnazia, and when Reporuzzo puts it to his ear, he hears conversations from when he was a child, going to the sea with his parents.

Other Q28: "Knights of the Marquisate of Tavnazia"

Client: Quelbuia

Character

Quelbuia

A man who claims to be a member of the Tavnazia Knights. He seems to cherish memories of the knight order of yesteryear, and is actively recruiting young people to join.

Quelbuia assigns an Adventurer who wishes to join the Order to act as a lookout as part of the admission test. During the test, the Adventurer defeated an Orc that attacked and was accepted as a member of the Order.

↑ As the sole member of the knight order, Kelvuyia was always full of energy.

Check: The Knights of the Underground Trench

Quelbuia claims to be a member of the Tavnazia Knights, but in reality, he's the only one who appears to be part of the order, and they aren't actively engaged in any activities as the Tavnazia Knights. In other words, Quelbuia is "playing at being a knight order," driven by his nostalgia for the Marquisate of Tavnazia and its knight order of yesteryear.

Other Q29: "The True Identity of the Giant Shadow"

Client: Travonce

Character

Travonce

A fisherman who is curious about the identity of the huge shadow seen in the lake at Lufaise Meadows and wants to catch it.

The Adventurer, having accepted Travonce's request to catch the giant shadow in the lake, is tasked with protecting him during his fishing expedition. He somehow manages to protect Travonce, who is completely absorbed in fishing.

↑ Travonce enjoyed fishing, but in the end, he never found out what the shadow really was.

Check: The Lord of Lufese

Rik

A legendary, incredibly long freshwater fish.

Rick, a gigantic freshwater fish, inhabits Lake Lulumy in the Lufaise Meadows. In Vana'diel, it's said to be so difficult to catch that it can fit on five fingers. This Rik, often mentioned in legends, is often mistaken for the "Giant Shadow." However, the true identity of the shadow is actually the Notorious Monster, a Doom tribe Naki, which Travonce catches.

Other Q30 "To You, My Loves"

Client: Freshec

Character

Freshec

A man who is concerned about the whereabouts of his daughter Shemi, who went missing five years ago.

Raminne

Freshec's wife. She has been at odds with her husband since Shemi went missing.

Fressek regrets that his daughter was once kidnapped by a monster right before his eyes and has since gone missing. Against the wishes of his wife Raminne, he asks an Adventurer to find clues about his daughter Shemi. The Adventurer, while exploring Lufaise Meadows, discovered Shemi's bracelet. Upon seeing it, Freshec finally accepted his daughter's death.

↑ The couple, who often clashed over their daughter, each come to terms with their past regrets.

Other Q31 "Hidden Feelings"

Client: Elicia

Character

Elicia

A woman who lives with Pladuro. She drops the hair ornament she received as an offering.

Praduro

A member of the underground bunker's vigilante group. During the war 20 years ago, she lost all memory of her past.

After the Adventurer finds the lost hair ornament, Elicia asks him to "lure Praduro out and make sure he doesn't see me praying." While Praduro is away, Elicia prays for her late friend Mishano and tells the Adventurer that Mishano and Praduro were married and that she killed Mishano during the war 20 years ago. Elicia says.

↓ As atonement, Praduel Yuro She continues to care for

Check The last of the three individuals

Elicia's friend Mishano was frail, and it seems that Elicia took care of him when her husband, Praduro, was away. Then, over 20 years ago during The Crystal War, Elicia was swept away by a wave while fleeing the battlefield. She let go of Mishano's hand, and he went missing. Elicia, who harbored secret feelings for Praduro, worries that she might have let go of Mishano's hand out of jealousy. As a way to make amends, she now spends her days caring for Praduro, who returned from the battlefield with amnesia.

Check The Story of a Certain Boy

After learning about Elicia's past, I spoke to Praduro, and he began to tell his story as "The Tale of a Certain Boy." Praduro initially hated Elicia for leaving his wife, Mishano, to die. However, he eventually realized that he simply hadn't been able to protect his wife, and then he considered that Elicia was suffering from guilt. So, he decided to pretend he had lost his memory, so that Elicia wouldn't feel even the slightest bit of guilt— That was Praduro's way of making amends.

Continuous Quest Other Q32 ▶ Other Q33

Eternally beautiful

A Mannequin that was abandoned because it was said to be an ominous doll. Enarman, a craftsman who has passed on the manufacturing method to the present day, wants to capture the beauty of his late fiancée in the form of a Mannequin, but...

Character

Enarman

A young dollmaker. He is losing his sight due to an incident during the war.

Fih Tjullmo

A goldsmith from the port town of Mhaura. Succeeded in restoring the Mannequin.

Faldiman

A sorcerer said to be living in hiding within the Phomiuna Aqueducts.

Other Q32 "Smile's Image"

Client: Enarman

Related Other Q18 "The Cursed Doll" (→P.326)

At the request of Enarman, who needed materials for a Mannequin, the Adventurer, with the help of Fih Tjullmo, delivered the missing parts. Then, Enarman unveils the finished Mannequin, explaining that it was modeled after her late lover, Alshar.

↓ Enarman, who had completed the Mannequin However, Enarman still felt something was missing He looks somewhat unsatisfied.

Check The dollmaker's lover

Enarman had a fiancée named Alshar. She died when caught in the explosion that destroyed Tavnazia during the Great Crystal War. Enarman also looked directly into the flash of the explosion and lost almost all of his sight. This time, he is creating a Mannequin based on Alshar, driven by the desire to capture his lover's form in a tangible way before losing his sight.

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Other Q33 "The Demure Puppet"

Client: Enarman

Before losing his sight, Enarman wanted to see Alshar's smile. To fulfill that wish, he asked the Adventurer to visit Faldiman, a sorcerer who could infuse a mannequin with the soul of a loved one. After meeting Faldiman and explaining the situation, he casts a spell on the Mannequin, but the doll, now possessed by a spirit of the dead, goes on a rampage. The Adventurer had no choice but to defeat it.

↑ The ghost of Enarman's deceased lover appears before him as he grieves over the destruction of the Mannequin.

Forever beautiful *Fin*

Check Enarman's Grief

Faldiman: A doll is just a doll... No matter how much you love it, it's just an object. Enarman: You wouldn't understand ..... How much I've... over these past 20 years...
Faldiman: It's pointless to move something without a heart. (Pointing to a broken Mannequin) That one over there is just wood.
Enarman: For me, it's already ..... There's nothing left to see in this world...
Faldiman: The fog has lifted, hasn't it...?
Enarman ...。
(Alshar's apparition appears and smiles) Enarman: .....! Alshar Ya...!
(Alsha's fading apparition)
Enarman: ..... Ahh. It's beautiful... She's definitely nothing like a Mannequin... Was I doing something I shouldn't have...? (To Faldiman) You're right... You don't have to do anything in her place... She's so beautiful, even without going to the trouble of making a doll...

Other Q34 "When will the two of them..."

Client: Ondurix

Character

Shemu
She's like a little sister to all the vigilantes. She excels at herbal treatments.

Palerbrio
A laid-back young man who is part of the vigilante group. He and Shemu are like brother and sister.

Tressia
A woman from the Vigilante Corps. She watches over Shemu, who is running around, partly for fun.

Ondurix
A member of the vigilante group. Unlike the other members, he is well-mannered.

Shemu, who is always somewhat stubborn, tends to have heated conversations with Tressia and Paleru Brion. One day, while out exploring, Paler Brillo got injured. The Adventurer, who had been tasked by Ondurix to gather medicinal herbs, encounters Shemu on the spot. After learning what had happened, she gathered the medicinal herbs and hurried back to the underground shelter.

↑ As Shemu tends to Pallebrio's injuries with medicinal herbs, she becomes a bit more cooperative.

Check: A reckless Pellerbrio—

Paleru Brillo got injured after venturing outside the underground shelter, even though he wasn't assigned to patrol the area. He claims he went outside because an Adventurer inspired him, but the real reason was Shemu. Paleru Brillo, though clumsy, wanted to help Shemu, who was trying her best. He was attacked by a Monster when he went out to gather the medicinal herbs she was looking for.

Other Q35 "Shikaree X"

Client: Despasière

Related: Promathia 5-3C-1 "Knot" (→P.166)

Character

Despascier
An elder of the Tavnazian Safehold. She is concerned about Shikaree's movements.

Odia
A woman who lives in the underground shelter. Shikaree X asked about Prishe.

Paler Brillo
A vigilante guarding Prishe's room. It seems they showed the room to the Sin Hunter.

Shikaree X
Shikaree, who pursues the crimes of Cardinal Mildredion and Prishe.

Concerned about Shikaree, Despashiel entrusts the investigation to an Adventurer. The Adventurer tracks the Sin Hunter based on the testimonies of Palerblio and Odeia, and encounters the Sin Hunter Shikaree X in the Fomyna Sewers. Although she couldn't locate Cardinal Mildrion, her target, she did find traces of the "Holy Sword" and headed to San d'Oria to seek information about it.

↑ Shikaree X apparently believed that Cardinal Mildrion was being protected by the Phomiuna Aqueducts.

Check Shikaree X's movements

This Quest details how Scary-X appeared in San d'Oria in Promathia 5-3C-1, "Knot" (→ P. 166). She couldn't find Mildrion, which was her original mission, but upon learning that the "Holy Sword" could help with another mission—slaying the True Dragon—she headed for San d'Oria. However, if you've already completed Promathia 5-3C-1 "Knot," Shikaree X will appear in the Phomiuna Aqueducts to investigate a mystery hidden within Tavnazia Cathedral.

Continuous Quest, Other Q36, Other Q37

The Elder's Memories

Long ago, there was a traveling merchant named Despasière who went back and forth between Tavnazia and San d'Oria. It is said that he had a devout wife who served at the Cathedral, as well as a daughter.

Character

Despasière
The village elder who, as the oldest member, has led the people of the underground shelter.

Jonette
A woman researching Tavnazia cuisine despite limited resources.

Rouva
An elderly woman from San d'Oria who knows about Despasière.

Other Q36 "The Lost Cuisine"

Client: Jonette

Related: San d'Oria Q18 "Tavnazia Merchant" (→P.235)

Upon learning that the Adventurer had previously worked in the field of Tavnazia cuisine, Despasière asks them to consult with Jonette, who is researching the cuisine. The Adventurer searched the Sacrarium for the Tavnazia cookbook she was looking for.

● Because the food situation is tough, I want to make something delicious. Jonette says no.

Other Q37 "Faith and Trust"

Client: Despashiel

Related: **Promathia 4-4 "Despite the Censure" (→P.161)**

I want you to investigate the origin of my wife's Amulet, a cherished memento—At Despasière's request, the Adventurer visits Rouva in San d'Oria. Following her instructions, he polished the Amulet, and there he found words engraved upon it.

His wife's words—"I have no regrets"—were left on the Amulet, Despasière ponders.

The Elder's memories **Fin**

Other Q38 "A sincere warning"

Client: Tressia

Character

Tressia
The leader of the vigilante group. She took on the task of guarding Wazozo's treasure.

Wazozo
A grumpy old lady who lives in a basement shelter. She blames the vigilante group for failing to protect the treasure.

Mnejing
A renowned master thief who sent a ransom note saying, "I will take Wazozo's treasure."

Tressia is puzzled that Wazozo's treasure was stolen despite the extensive security measures in place. At their request, the Adventurer decides to unravel the mystery of this theft. After gathering testimonies from the inhabitants of the underground shelter, the Adventurer discovers that Wazozo used the vigilante group as a decoy and hid the treasure elsewhere. However, Mnejing outsmarted them and managed to steal the treasure.

There was a commotion as the treasure was stolen. Wazozo, who is...
He cast suspicion on the stranger.

With Wazozo in their sights, they snatched the treasure and departs with a graceful stride. Mnejing.

Check the elder's past

This Quest begins when you learn in San d'Oria Q18, "Tavnazian Merchant" (→p. 235), that Despasière, the elder of the Tavnazian Safehold, was once a traveling merchant. However, Despasière himself seems reluctant to discuss his time as a peddler, brushing it off with, "I've forgotten the past." This is tied to the debt he feels toward his late wife.

Check: Guilt toward his late wife and daughter

This story begins in ■ Hapromasia 4-4, "Despite the Reproach" (→p. 161), after Despasière's granddaughter Ulmia leaves the underground shelter without heeding his warning. Despasière felt ashamed before his devout wife and daughter because of his mundane profession as a merchant, and he even believed that marriage had robbed his wife of her religious life. However, upon learning the words engraved on his wife's keepsake—"If you have faith, you will have no regrets"—Despasiers realizes that his wife had no regrets about their marriage.

Check: The truth behind the incident

Wazozo, renowned for his cunning, received a theft warning from the mysterious thief Mnejing and devised a plan to protect his precious gold ingots. His plan was to place the gold bars in a worthless pot, hide the pot, and have the vigilante group guard an unrelated location as a decoy. In the end, Mnejing saw through Wazozo's scheme and stole the gold bars. Wazozo was then reprimanded by the vigilantes, who were angry at being used.

Other Q39 "Rocks Floating in the Sky"

Client: Epinole

Character

Epihale

A woman from Tavnazia. She claims to have met the "Goblin who makes maps."

Suikastuku

Moblin, who is exploring Riverne to create a map.

Concerned about the safety of Suikastuku, who had gone to explore Riverne, Epinole asked the Adventurer to bring him back. The Adventurer explored Rivene but couldn't find Sicastok. After fending off a group of attacking Goblins, they returned to the underground shelter. Then, despite being attacked by the Goblins, Swicastuk had managed to escape on his own and return.

↑ Swicastuk hands the completed map of Livène to Epinole and returns to his homeland.

Check Moblin who drew the map

Epireno apparently couldn't tell the difference, but Sikastok isn't a regular Goblin; he's a Moblin from Movalpolos. He believed that "maps belong to all travelers," and so he visited Riverne to draw a map. However, the Goblins, who wanted to keep the structure of the rock formations secret, attacked Sicastok to silence him.

Other Q40 "Those wings, soaring high in the sky"

Client: Fersin

Related Promathia 4-2 "Fierce Beings" (→P.160)

Character

Fersin

Dragon Slayer I from Tavnazia. She seeks "wings" to fly even higher and master her craft.

The dragon slayer Fersin was seeking feathers to craft her "wings." She grants the Adventurer who delivers those feathers the Cloud Evoker, which strips away the power of dragons.

↑ Fersin speaks of the owner of the feather she seeks in a manner that seems like a riddle.

Check: The owner of the feather

Fersin demands the feather, but when asked about its owner, she receives a riddle: "It's a bird, but it walks on four legs. It's a beast, but it has feathers," and she doesn't know its specific name. The creature described in this passage is a Monster of the Hippogriff tribe.

↑ The Hippogriff tribe looks like a cross between a bird and a lion.

Other Q41: Uninvited Shadows

Client: Justinias

Related Promathia 4-2: "Fierce Beings" (→P.160)

Character

Justinianus

The leader of the Vigilante Corps. While investigating Monarch Linn, he was attacked by Mamet of the Armathrwn Society.

Justinianus, having struggled with the Almata I Machine's puppet soldiers, the Mammets, who were loitering around Monarch Linn, asked an Adventurer to drive them away. The Adventurer successfully drove out the Mamets.

↑ Justinias expresses his gratitude to the Adventurer, but remains vigilant, fearing that the Mamets might gather again.

Check: The Dragon-Felling Stone

Cloud Evoker

A mysterious stone from the East that is said to dispel clouds and bring down dragons.

The Cloud Evoker you get from Fersin is an effective Item against the Yinglong you'll face in Promathia 4-2: "Fierce Beings" (→P.160). The Ying Dragon can fly, and it launches fierce attacks while in the air. In such a situation, using this stone can force the Oryu to land on the ground.

Other Q42 "In the Presence of God"

Client: Nivorajang

Character

Nivorajang

A young man studying architectural design. For his research, he wants to restore the Sacrarium's tattered architectural plans.

At the request of Nivorajang, who was studying the structure of the Sacrarium, the Adventurer set out to find the fragments of the design plans. When the adventurer brought back the fragment, he used it to create a map of the Sacrarium.

↑ Nivorajang also gathers information about where the design plan fragments were found as he creates the map.

Check: Mamet and the others' investigation

This Quest appears after completing Promathia 4-2, "Fierce Beings" (→P.160), but until just before that, Monarch Linn was Bahamut's temporary abode. The Almatan Agency likely dispatched Mamet to investigate the reason behind this.

Continuous Quest: Other Q43 ▶ Other Q44

Dance with Delta

The three Shikaree sisters, who became fellow Adventurers while pursuing the Keeper of the Apocalypse. However, for the sake of their own justice, they once again cross blades with the Adventurer.

Character

Death Paschier

Elder of the Tavnazian Safehold. Receives a letter from the Sin Hunter.

Shikaree X

The youngest of the three Sin Hunter sisters. A Beastmaster with exceptional qualities.

Shikaree Y

The second eldest of the three Sin Hunter sisters. A Dark Knight who enjoys the sight of blood.

Shikaree Z

The eldest of the three Sin Hunter sisters, the Dragoon. Accompany the Adventurer.

Other Q43 "The Sin Hunters' Dance"

Client: Despasière

Related: Promathia 5-3C-2 "Headwind" (→P.167)

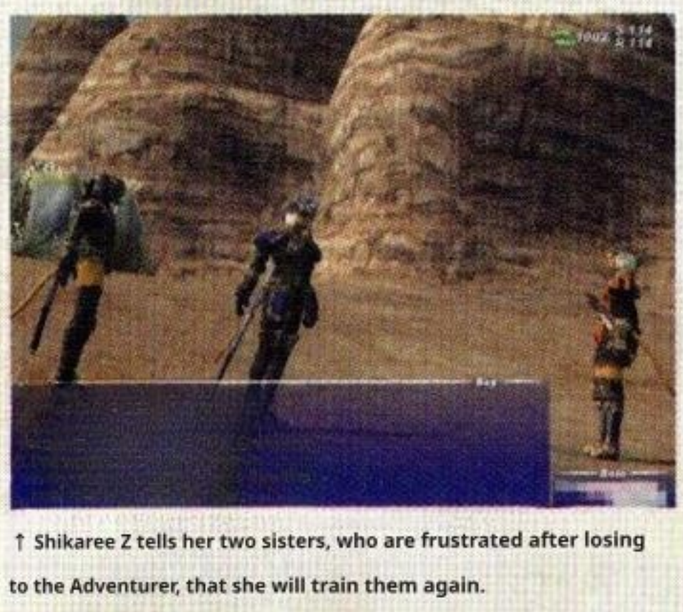
The Adventurer, having received Shikaree X's challenge letter from Despashiel, made their way to Boneyard Gully. Shikaree X and Shikaree Y, who were waiting, launch a head-on attack to test whether the Adventurer is worthy of accompanying their sister, Shikaree N. The Adventurer who defeated them was recognized for their skill, and the two entrusted their sister to them.

↑ **Shikaree X, boldly challenging the Adventurer. However, "Munyah!"is what she ends up saying.**

Other Q44 "The Sin Hunters' Requiem"

Client: Despacier

After finishing the battle with the Keeper of the Apocalypse, the Adventurer once again accepted Shikaree Y's challenge and headed for Boneyard Gully. There, the eldest daughter Shikaree Z appears and rebukes Shikaree Y, saying that there is no "justice" in a Sin Hunter who merely seeks to avenge a past humiliation. Then, Shikaree Z, in a practice match designed to enhance each other's abilities, unites the powers of the three sisters to face the Adventurer.



↑ **Shikaree Z tells her two sisters, who are frustrated after losing to the Adventurer, that she will train them again.**

Dance with Delta *Fin*

Other Q45 "Ancient Secret Techniques"

Client: Yurim

Character

Yurim

A researcher who came from the Near East. He rediscovered an ancient processing technique that doesn't rely on Crystal.

Yurim, a researcher from the Near East. Yurim tells the Adventurer that if they provide the specified equipment, chips, and an "object containing light-emitting particles," she will show them the results of her research.

↑ **Once you gather the necessary items, Yurim will craft equipment with special effects for you.**

Check: The Scary Sisters, Reunited

プロトス Quest, which appears after completing Komasia M7-5 "What is Bushido?", begins with Shikaree Z, the eldest of the Sin Hunter sisters, joining the fight against the "Keeper of the Apocalypse" and becoming an ally of the Adventurer and Prishe (→P.171). Furthermore, it seems that Scary X and Y challenged the Adventurer not only to test their strength, but also to avenge their defeat in "Promathia 5-3C-2 'Headwind'" (→P.167).

Check: The "thing" needed for the secret technique

What Yurim refers to as "something containing light-emitting microparticles" is the body tissue and organs that make up the bodies of the "Luminian," the inhabitants of the Paradise world of Lumoria. They don't exist in the present world, and the only way to find them is through ancient body tissue unearthed by the Moblin. Therefore, Luminian body tissue is considered an unknown substance, even among researchers, with no established name.

Check: Another person seeking the "thing"

After completing this Quest, the Adventurer speaks to Meret, a woman standing near Yurim. She orders the Adventurer to bring her "Something containing light-emitting particles" and, for some reason, expresses anger toward the Adventurer. In truth, Meret is deeply in love with Yurim, who is of the same gender, and it seems she cannot bear the thought of a complete stranger bringing something useful for Yurim's research. If you deliver Luminian body tissue and organs to Meret, she will exchange them for valuable equipment.

QUEST STORY GUIDE

Various locations

Vana'diel

Others

Continuous Quest: Other Q46 ▶ Other Q47 Other Q48

Moogle's Holiday Cupo

Moogle, the caretaker of the Adventurer's home, Mog House, was sleeping in his master's bed when he suddenly felt a wave of nostalgia...

Character

Moogle

The Beastmen who help manage the Adventurer's Mog House. It seems he was borrowing the bed while the Adventurer was away.

Other Q46 "Kupo's Scroll: The Mogu Festival is Near"

Client: Moogle

When the Adventurer, who had placed a bronze bed in Mog House, returned home, Moogle, who had been sleeping on the bed, expressed a desire to visit his hometown for a short time. What's more, a festival in his hometown is coming up, and he wants to send items used during the festival as souvenirs for his parents. After the Adventurer selected the souvenirs and sent Moogle on his way, Moogle returned a few days later and presented the Adventurer with a new treasure chest as a gift.

↑ Moogle, who had been sleeping in the Adventurer's bed without permission, suddenly began to miss his hometown.

Check: The Mog Safe is causing issues

In this Quest series, the Mog Safe—Mog House's Item storage—will be expanded through episodes revolving around Moogle's vacation. For Adventurers who tend to carry a lot of Items, a large-capacity Mog Safe is essential. As a thank-you for the souvenirs, Moogle's master will get a new chest for Moogle.

Other Q47: "Moguri Wants to Go on a Picnic"

Client: Moogle

When the Adventurer, who had installed a mahogany bed in his home, returns, Moogle, who had been sleeping in the bed, expresses a longing for his hometown and announces his intention to return to his parents' house. Moogle says that when he returns home, his family is going on a picnic, so he wants to bring back picnic-related items as souvenirs. Moogle, who received a souvenir from the Adventurer and returned home, comes back with an even larger treasure chest as a gift.

↑ Moogle cheerfully talks about his parents and asks the Adventurer to procure some souvenirs.

Check: Vacation request coupon

Moogle: Master, Master! Moogle has a request! While I was sleeping in the mahogany bed, I started missing my hometown. Could you give me a little time to go home to my parents' house just once? (The Adventurer says, "Sure.")
Moogle: Thank you, Master! Moogle, I have one more request, if you don't mind! Moogle wants to go on a picnic with his family! Papa Mowgli loves fishing! So, I'd like to bring back some Shrimplar as a souvenir! Mama Mowgli bakes Mowgli pies! So, I want to bring some Cervinia butter back as a souvenir! But Moogle doesn't know how to get Shrimpler and Cervina butter... At this rate, I can't go home...

Other Q48: "The World is Wide – The Story of Kupo"

Client: Moogle

Moogle, who had been sleeping in the Noble Bed provided by the Adventurer, expressed a desire to visit a childhood friend who lived far away. So, he asked the Adventurer to help him prepare for the journey. And so, Moogle brought a souvenir to the Adventurer who had seen him off: a treasure chest, as expected.

↓ Items needed for the trip, for the Adventurer Moogle asks for preparations.

Moogle's holiday, kupo — The End

Other Q49: Remnants of the Bell Tower

Client ???

Character

A mysterious young man

A mysterious young man appeared at the remains of the bell tower in Riverne.

Albanas

A craftsman who was passionately dedicated to making bells. One day, he suddenly disappeared without a trace.

Reinberta

The Bastokan Goldsmithing Guildmaster. I have an idea about Albanas.

Mevrosh

The Guildmaster of the San d'Orian Smithing Guild. He remembers the name Albanas.

The remains of a bell tower in Riverne. The mysterious young man the Adventurer met there wanted to hear the broken bell ring again, so he gave the Adventurer a scroll with hints on how to fix it. Using the scroll as a lead, the Adventurer met Reinvelta and Mevrosh and learned that Albana, the craftsman who had once made the bell of Riveine, became obsessed with bell-making, was possessed by a mysterious entity, and disappeared. Upon telling the young man this, he suddenly attacked the Adventurer for some reason.

↓ The adventurer was asked to fix the bell. By a mysterious young man who appeared, the adventurer thought I can, but...

↑ The Adventurer who defeated the mysterious young man. In the mind of , the memory of Albanas Memories come flooding back.

Check: A Mysterious Illusion

This Quest tells a story that feels somewhat like a ghost story, involving a mysterious young man and the craftsman Albanas. The mysterious young man is particularly enigmatic. He appears before Albanas at some point, and in the end, he attacks the Adventurer for no apparent reason and then disappears, but his true identity is never clearly revealed. However, based on Mevrosh's testimony and Albanas's recollections, it can be inferred that the mysterious young man is the embodiment of Albanas's obsession with bell-making. In the end, it seems that Albanas, driven by his own obsession, realized the young man's true identity. He then smashed the bell with his own hands, left the scroll containing the bell's design in the bell tower, and vanished into the unknown.

Other Q50 "Kamizari no Tsuki"

Client: Carbuncle

Related: San d'Oria Q74 "Trial of Ice" (→P.416) and more

Character

Carbuncle

A Terrestrial Avatar that serves as a bridge between humans and gods. He considers whether the divine beasts that are about to awaken will become allies of humanity.

The divine beasts

The "Sleeping Gods" are said to reside within the massive protocrystals found throughout Vana'diel.

Carbuncle sensed that the awakening of the "Sleeping Gods" divine beasts was near. Carbuncle, seeking to ascertain whether they will stand with humanity, asks the Adventurer to gather the power of the Divine Beasts to resurrect Fenrir, the Terrestrial Avatar who can see the future. With the gathered power in hand, the Adventurer entered the Full Moon Fountain, but the summoned divine beasts spun out of control and went on a rampage. To stop them, Carbuncle attacked, aiming to defeat the Adventurer who had cast the spell. The Adventurer repels Carbuncle and the rampaging divine beasts, and the situation is resolved.

↓ Carbuncle and Fenrir They call him the "false god" The divine beasts.

↑ To stop the divine beasts from going on a rampage, the only way is to defeat the Adventurer... Carbuncle made a cruel decision.

← Carbuncle apologizes for trying to defeat the Adventurer, but at the last moment, he says he will continue to believe in the potential of humans who have managed to restrain the power of the divine beasts.

Check: The Words of the Divine Beast

When the Terrestrial Avatar, having gone berserk at the Full Moon Fountain, calls Terrestrial Avatars like Carbuncle "false gods," it signifies that Terrestrial Avatars were born in Vana'diel and, in the gods' ideal realm, Paradise, they become mere beasts. This, along with other statements from the divine beasts throughout this Quest, offers numerous crucial clues about the fundamental story of the Chains of Promathia, including the origins of Vana'diel and humanity. By seeing the ending of "Chains of Promathia," you'll gain a deeper understanding of the meaning behind the divine beasts' enigmatic words (→P.173).

Check: The divine beasts gone wild

Ifrit: You false god. It's preposterous to call yourself a god.
Carbuncle: Ifrit!? Why?! The ancient gods shouldn't have awakened yet?!
Leviathan: We allow our power to fill the divided gods.
Garuda: But we cannot allow it to fill the false god who lies dormant here. Shiva:
What exists exists, and what does not exist does not exist, according to reason...
Titan: Return to the gods. O our power, which has been filled with falsehood.
Ramuh: To the true gods, we go!
Carbuncle: The magic power that filled the spring!? At this rate, the sleeping gods will take back their magic power... I won't let that happen!

Other Q51 "Orc's Humility"

Client: Lou Kohol

Character

Lou Kohol

A diplomatic monk from Yagudo. He came to the Monastic Cavern as an envoy, but...

Folpy

Master of the San d'Orian Leather Guild

1. An exceptionally skilled leather craftsman.

An Adventurer who encountered Yagudo's Lu Kohor in the Monastic Cavern, the Orc army's base. From what he said, it seems that he had come to deliver a letter to the Orc commander, but was mistaken for an enemy and attacked. Following Rue's suggestion, the Adventurer disguised himself as an Orc to deliver the letter. With Forpey's help, he obtained a hat that perfectly mimicked an Orc's head. He delivers the letter to the Orc commander, but his disguise is exposed, and he is attacked. After the Adventurer fended them off, the real Orc commander, Bakgodek, appeared before him. Impressed by the Adventurer's bravery, he assigned one of his subordinates to serve the Adventurer.

↑ **Bakgodek, recognizing the Adventurer as a hero, orders his subordinate "Ironhand Gadzradd" to serve him.**

Check Beastmen hats

Other Q51 "Orc Humility"

～Additionally, the Quest group Q54, "Goblin Justice," follows a common storyline: "You receive a request from the Beastmen to infiltrate another Beastmen stronghold → You prepare a hat that closely resembles the leader of the target Beastmen → You attempt to infiltrate but are discovered and attacked → You gain the favor of the target Beastmen leader and are given subordinates." Furthermore, these Quests are intriguing as they reveal the virtues and perspectives of each Beastkin tribe throughout the journey.

Check: The Commander Showing Respect

Bakgodek: You are a human, but you are Yagudo's deputy. As the commander of Koyazura, I apologize. I apologize... ....。 However, although I don't know the circumstances, for you to honor your promise to Karaz and come all this way, you are a truly remarkable human. We Orcs show no mercy to the cowardly or the timid, but we respect the brave. Even if you're a sworn enemy... I must offer you some form of apology...

Other Q52 "Quadav's Encyclopaedia"

Client: Gedwad

Character

Gedwad

A senior Orc scout. He came to scout for King Quadav, but is currently stranded.

Peshi Yontz

A craftsman from Bone Egild. The Adventurer orders a hat for the Qu'dahf disguise.

Upon arriving in Beadeaux, Gedwad entrusts the reconnaissance mission he was given to the Adventurer. With Pessi Yontz's help, the Adventurer crafted a hat for the Quadav disguise and infiltrated the deepest depths of Beadeaux. The Adventurer's true identity was exposed, but Za'Dha Adamantking of Quadav released the Adventurer, stating that he was demonstrating the greatness of Quadav to both humans and Orcs.

↑ **Gedwad is swift on his feet, but he seems helpless against Quadav's defenses.**

Check: The Vajra King's Forgiveness

Za'Dha Adamantking recognized that the Adventurer was a human and, moreover, someone who had been entrusted with the role of an Orc scout. However, he was greatly impressed by the Adventurer's courage, and even suggested that he become his subordinate. And upon realizing that was not possible, he assigned his general, "Death Bullet Dave," to serve as the Adventurer's escort and watchdog.

Other Q53: "Yagudo's Courage"

Client: Hooknox

Character

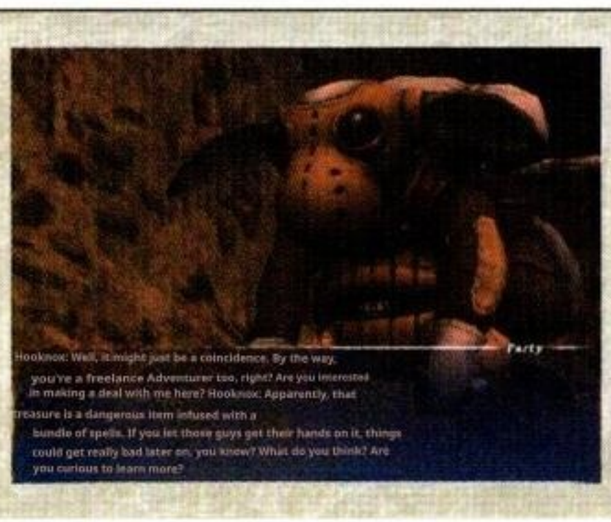
Hooknox

A Goblin bandit. He tried to steal the treasure from Castle Oztroja but failed.

Ponono

The Guild Master. He helps the Adventurer disguise himself.

Hooknox suggests to the Adventurer that they steal a dangerous treasure together, as it has been brought to Castle Oztroja. With Ponono's help, the Adventurer disguises themselves as Yagudo and sneaks into the castle, where they come face to face with Tzee Xicu the Manifest. She tells him the truth about the treasure.



↓ Hooknox: The treasure is in the Near East. They say it's a dangerous weapon, but...

Check The mercy of the living god

According to Tzee Xicu the Manifest, it is true that envoys from the eastern lands arrived with a precious sword, but it was not a dangerous weapon; rather, it was a plea for aid to the East. However, since the Yagudo of Castle Oztroja were also stretched thin, Vee reveals that he returned the sword and could only send a small contingent of troops. Furthermore, sensing the impending danger from rumors of a perilous weapon and acknowledging the Adventurer's patriotic resolve in risking his life to retrieve it, Tzee Xicu the Manifest grants the Adventurer his subordinate, the Martial Monk "Tso-Haja the Shadow Mimic," as a servant.

Other Q54 "Goblin Justice"

Client: Gu·Zo

Character

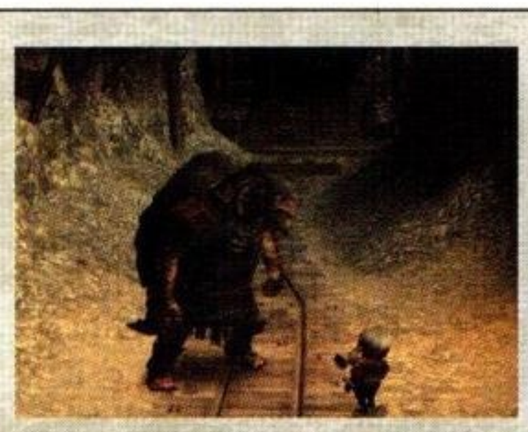
Gu·Zo

A deserter from the Quadav Shield Warriors. He came to Movalpolos to become a mercenary.

Folpy

A skilled leather craftsman. Designs a hat that resembles a Goblin mask.

With his sense of direction thrown off by Movalpolos' magnetic field, Gu·zo was struggling to reach the Moblin mercenary instructor. The Adventurer, asked by him to deliver a letter of recommendation, dons a hat that closely resembles the Goblin mask obtained with Forpey's help and heads to the instructor. However, the instructor mistakenly took the Adventurer for a Mercenary and attacked him, claiming it was for training purposes. As soon as the Adventurer fended this off, Moblin's military strategist, Generalavick, rushed over and offered the Adventurer an "apology."



↓ Once blood is shed, the employment discussion will also. Worried that it would flow, he said, "Goblin "Disguise yourself as a goblin," said Gu·So.

↑ Though exasperated by the Adventurer's unreasonable request, Forpee crafted the Empyrean Seal for the hat.

Check: The Strategist's Apology

As an apology for causing trouble to the Adventurer, Movalpolos' military advisor, Generalavick, introduces the renowned Moblin physician, Choplix. Then, by exploiting Choprix's weakness, he convinces him to accompany the Adventurer and heal any injuries sustained along the way. By the way, this Doctor Choplix has a rather unsettling nickname: "Choplix the Limb Scissioner."

Other Q55 "Mithra's Favorite"

Client: Angun

Related: Promathia 5-3C-2 "Headwind" (→P.167)

Character

Angoon

A man promoting chargrilled Siredon at Carpenters' Landing.

Rudodo

Tonberry, who grills the brown Imori and Muddy Siredon to perfection.

The Phanauet Channel flows past Carpenters' Landing. Angoon, an employee of the ferry barge that operates there, was promoting the delicious chargrilled Siredon that Rudood prepares to the passengers on board. Hearing him say it's especially popular with Mithra, the Adventurer casts a line into the Phanauet Channel and pulls up a Muddy Siredon. He promptly handed it to Roodood, but what came out was a charred, pitch-black object that no longer looked edible.

↓ Ang promoting blackened fish According to Ang, in Mithra It seems to be a highly praised product.

↑ Adventurer who catches a Siredon. Rudodo will bake this for you.

Check Irresistible charm

Charred Cireldon

Maddy Siredon, roasted until it's almost charred. It's seasoned with Tonberry's secret spice blend.

As mentioned above, the charred Ciredon prepared by Rudood is something that seems utterly inedible. However, as always with Angoon's marketing, it's a dish so irresistibly delicious and addictive for Mithra that she can't help but fall for its allure. In fact, in Fromasia 5-3C-2 "Headwind" (→P. 167), when you use charred Cireldon to fight the Shikaree sisters, they become engrossed in eating it, even in the midst of battle.

Other Q56 "Snorl and the Ranger"

Client: Buffalo Storm Coards Brass

Related: Promathia 5-3C-3 "The Bonfire" (→P.167)

Character

Buffalo Tokardz Braz

An Orc Ranger who gathers food in the Ulegueland Range. It seems he has something that the snowball Monster, Snowl, hates.

Dotsblaz, whom the Adventurer encountered in a cave within the Ulegueland Range, offers something that the snow monsters, the Snorls, swarming the mountains hate in exchange for two Cluster souls.

↑ **The salt from the Shu'Meyo Sea given by Dotsblaz prevents certain Snowl from exploding.**

Check: How to use the salt

Shu'Meyo Sea salt

Salt made by boiling down the seawater of Shumeyo. It has a strong bitter taste and is popular among Orcs.

The snowball monster Snorl is akin to a Bomb with the Ice Element. Just as the Bombs unleash flames with "Self-Destruct," the Snorls trigger an explosion of cold air with "Icebreaker." When sprinkled on certain Snorls, salt from the Shu'Meyo Sea can extend the time it takes for them to perform "Ice Crush." Specifically, it is effective against Snorl Zahr when fighting on the ice lake at Bearclaw Pinnacle in Promathia 5-3C-3 "Facing the Flames" (→P.167).

Continuous Quest, Other Q57, Other Q58, Other Q59

The travels of the missionary Zirozok

Zirozok of Moblin set out to spread the teachings of Promathia to the Beastmen in various regions. Will his missionary work succeed?

Character

Kobrakik

A Moblin who lives in the underground city of Movalpolos. He has a younger brother he's proud of, who's well-behaved.

Zirozok

Kobrakik's younger brother. He set out on a journey, determined to spread the teachings of the Male God faith to other Beastmen.

Other Q57: "Zirozok's Adventure"

Client: Kobrakik

Kobrakik, a Moblin living in Movalpolos, was worried because she hadn't received any letters from her younger brother Zirozok, who was spreading the teachings of the male god. She then asks the Adventurer to travel to Davoi and check on her brother's safety. The Adventurer defeated an Orc soldier in Davoi, found Zirozok's letter, and delivered it to Kobrakik.

↑ According to the letter, Zirozok was captured by an Orc but seems to have successfully escaped.

Other Q58: "Memories of Zirozok"

Kobrakik

According to Kobrakik, Zirozok is seeking Arnica roots to get closer to Yagudo's . The Adventurer procured the root and visited Castle Oztroja, but Zirozok had already left the castle. After that, Zirozok went to Beadeaux, Quadav's stronghold, but was betrayed by Quadav and his men and barely escaped with his life. Upon learning of his younger brother's struggles through a letter, Kobrakik is determined to accompany him on the next journey.

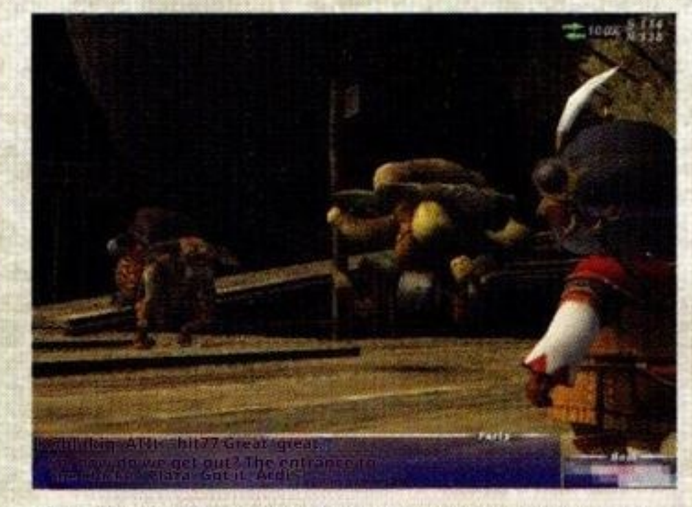
↓ In the end, Zirozok, of Yagudo It seems he was It couldn't meet the living god here.

↑ When the Adventurer visits Beadeaux, they pass by Zirozoc, who has fled.

Other Q59: "Zirozok's Return"

Client: Kobrakik

Zirozok has finally returned to Movalpolos. Zirozok tells the Adventurer and Kobrakik that The Dark God is to blame for the other Beastmen not accepting the teachings of the male god, and he resolves to defeat The Dark God. However, he was ambushed by the Kindred at Castle Zvahl, and despite the Adventurer's efforts to rescue him, his fate remained unknown...



↑ Kobrakik mourns his brother's fate, but Zirozok is safe thanks to the Goblin's help.

The journey of the preacher Zirozok — The End

Check Moblin's Missionary Work

The story that begins here depicts Zirozok's struggle to spread the faith in Promathia, the father of the Beastmen, to the various Beastmen factions that worship The Dark God, the deity of the Kindred. As the Adventurer follows his missionary work, the perspectives of each Beastman and their reasons for following the Kindred are gradually revealed.

Check: Orc values

The Adventurer found a letter from Zuirozoc in Davoi, which described his failed attempt to evangelize the Orcs. In the letter, it is revealed that the Orcs follow the Kindred because of a belief that "might makes right." In fact, the Orcs have been subservient to the Kindred since their defeat in the "Barbarian War" about 25 years ago.

Check the circumstances of Yagudo and Quadav

Yagudo, with their unique religious beliefs, worship the living god of the -- tribe. The living god rules through the authority of an object called the "Divine Vessel," but it seems that the Kindred took that vessel, leading them to submit to the Kindred.

On the other hand, Quadav maintains a strict class system and places great importance on "status." They serve the Kindred because the Kindred grants them higher positions.

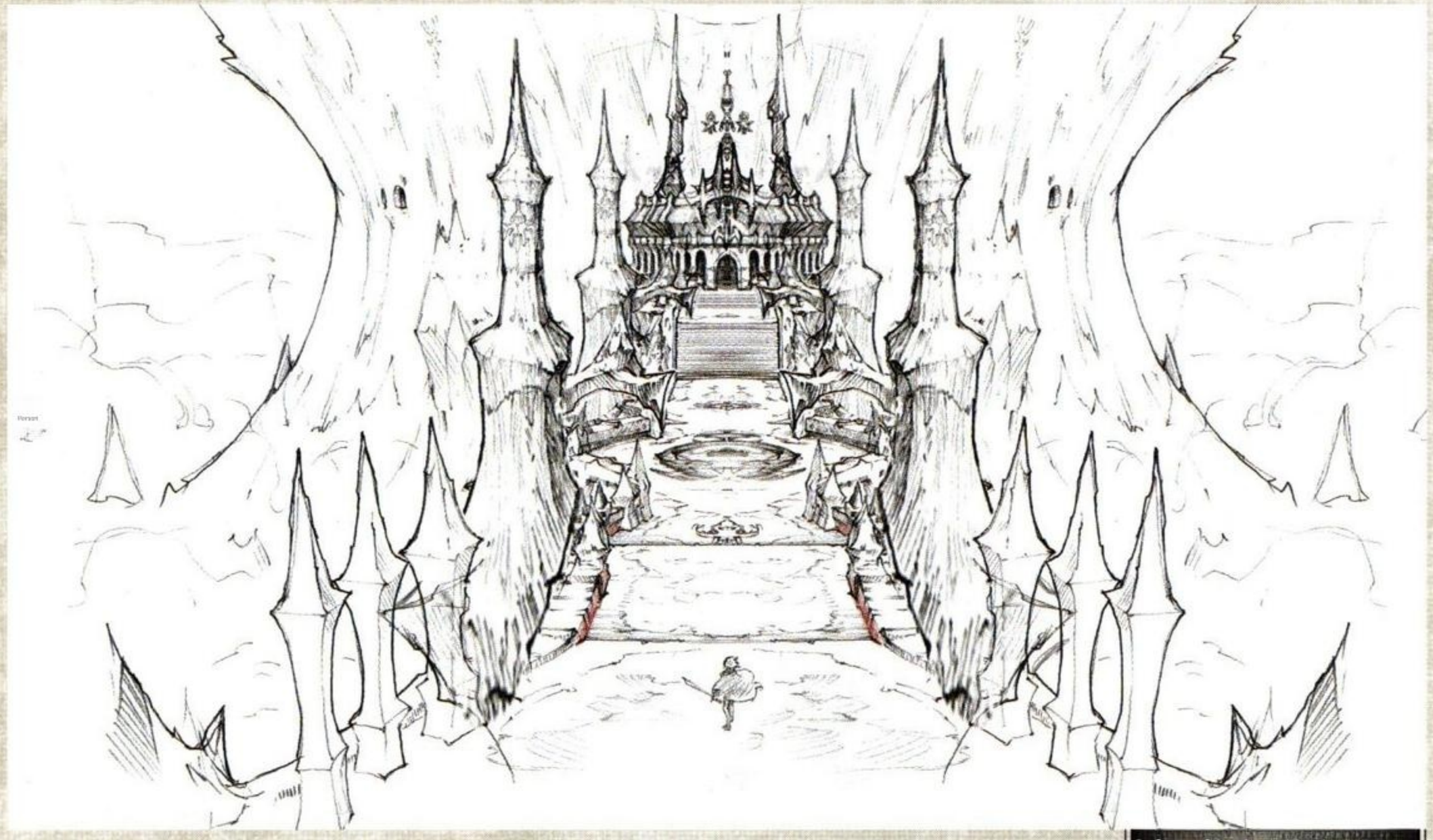
Check: The Dark God's fear

When the Goblins come to his aid, Zirozok learns that The Dark God is searching for a statue that lies dormant deep underground. While discussing this with Kobrakik, he concludes that it's because The Dark God fears the legendary stone statue that Moblin is searching for. However, it's not made clear what this stone statue is.

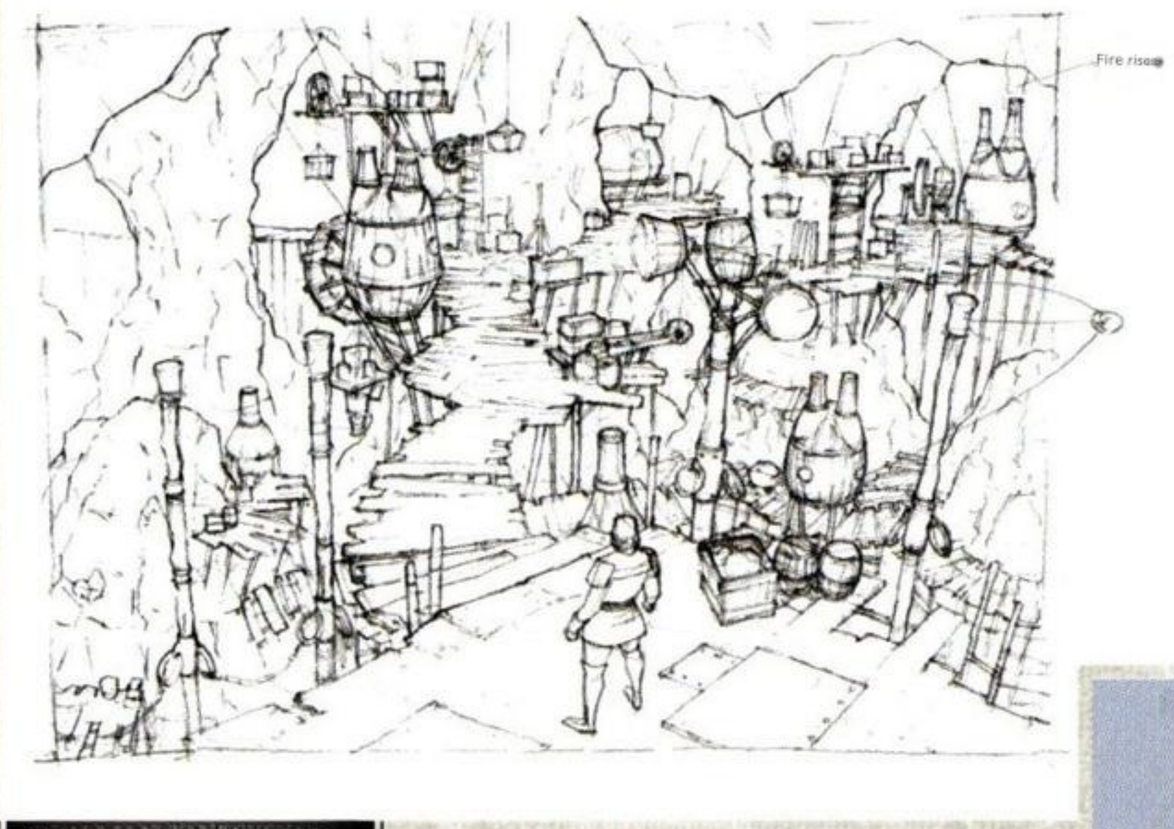
FINAL FANTASY XI ART GALLERY

Concept Art Gallery

~Various Locations & Beastmen Edition~



In front of Castle Zvahl's Throne Room



Newton Movalpolos

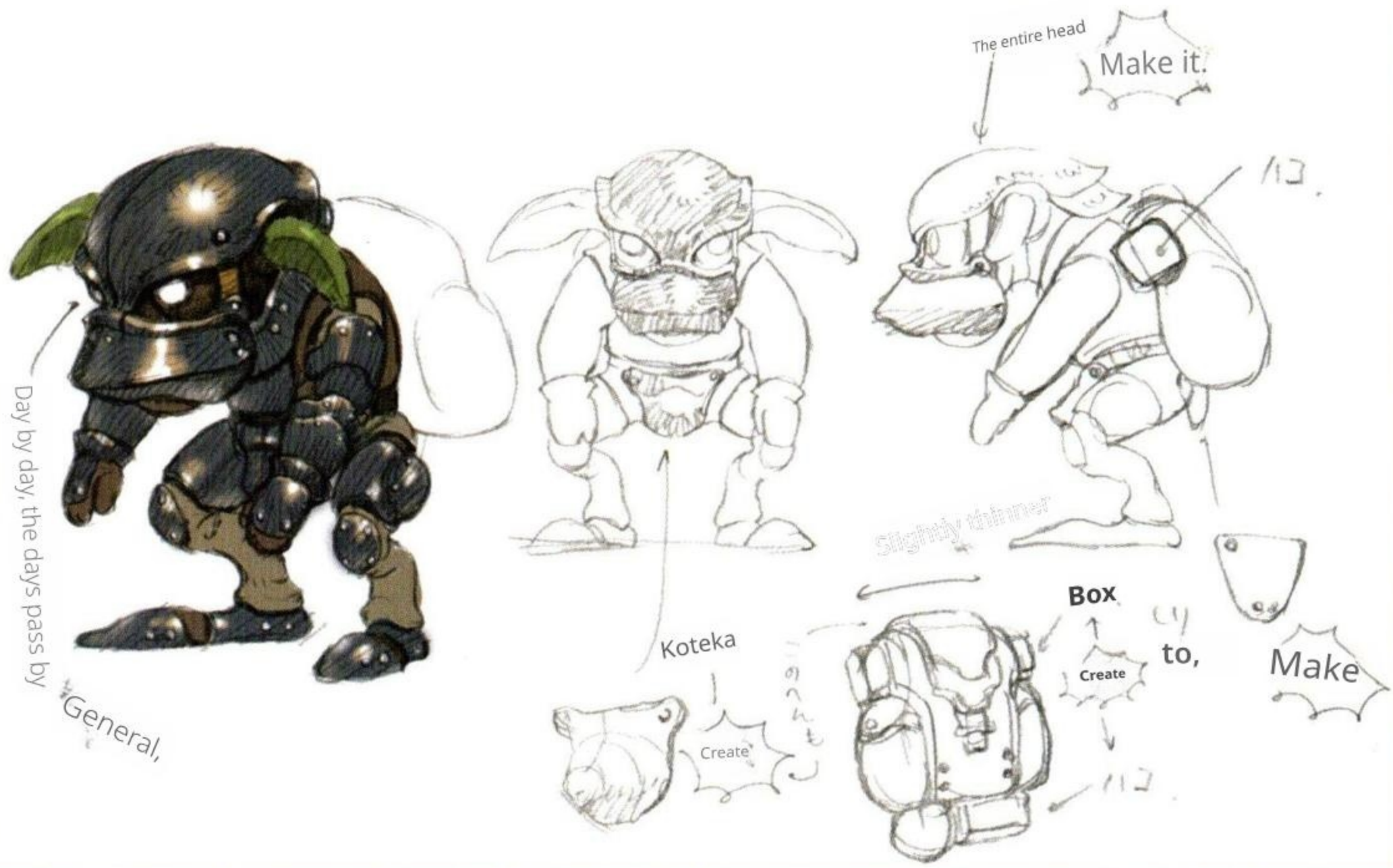
Riverne

Goblin Commoner Equipment

Orc

Orc

Goblin Mercenary Equipment



Quest Story Guide

Outland Quest

Outland

The focus is on incidents that occur in autonomous cities outside the continent.

Many of the stories set in the Outland regions reflect the unique values and customs of each area. In particular, Quests that take place in Kazham, which is strongly influenced by Mithra, feature stories that explore the differences in mindset compared to the people of The Middle Lands. Additionally, in Norg, the pirate stronghold, you'll find stories with a touch of the pirate's shady side, as well as tales that hint at connections to the East. Incidentally, several Quests that unfold as you progress through the story of "Rise of the Zilart" also fall into this category.

← In the desert village of Rabao, you can find stories about caravans crossing the desert and the transport of goods.

◆ **Frontier Quest List**

No.	Quest Name	Page where it appears
01	Ancient Magic Slate	P.343
02	Kufuor Tourism Guide	P.343
03	Essentials for a desert adventure	P.343
04	Taiko Bo does not die	P.343
05	An unbreakable spirit	P.344
06	A journey in pursuit of dreams	P.344
07	Golden Mane	P.345
08	The Troubles of Young Roteno	P.345
09	Oh! What a miraculous encounter!	P.346
10	Oh! What a courageous decision!	P.346
11	Let's go to the hot springs	P.346
12	The Path to King Opoopo	P.347
13	The Art Gallery Labyrinth	P.347
14	Collective Grievance	P.347
15	Tombelino	P.348
16	Greetings to the King	P.348

No.	Quest Name	Listing page
17	Flame Tree	P.348
18	The Secret to Invincibility	P.348
19	Shining Leggings	P.349
20	Shining Subligar	P.349
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22	Occupied warehouse	P.350
23	Everyone's envy	P.350
24	An object with great power	P.350
25	Black Market	P.350
26	A Chain of Vows	P.351
27	Nature's finest sake	P.351
28	The Secret of the Wet Scroll	P.351
29	The power that lies dormant within	P.352
30	Passing Down Martial Arts	P.352
31	Opoopo's Wrath	P.352
32	A Requiem for Wandering Souls	P.353

No.	Quest Name	Listing page
33	Purification of Impure Souls	P.353
34	Divine Power	P.353
35	A request from a certain swordsmith	P.410
36	Divine Sword	P.410
37	Sent to the underworld	P.411
38	Heirlooms from the previous	P.411
39	20 Years of the Pirates	P.412
40	To leave behind your thoughts	P.413
41	The Soul Within Objects	P.413
42	Trial by Wind	P.416
43	The Trial by Fire	P.416
44	The Trial of Water	P.416
45	Trial by Wind: Revised	P.417
46	Trial by Fire: Revised	P.417
47	Water Trial: Revised	P.417

QUEST STORY GUIDE

Rabao

Rabao

Outland

Outland Q01: "Ancient Magic Slate"

Client: Alfezar

Character

Alfezhal

A monk from the Cathedral of San d'Oria. He is searching for the remaining fragments of the stone slab found in the Quicksand Caves.

At Alfezar's request, the Adventurer sneaks into the Quicksand Caves and discovers fragments of the ancient stone slab he is searching for.

↓ Alfezar, having restored the stone slab Ruu says he will analyze it back home.

Check analysis results

The restored stone slab appears to contain ancient Magic, so Alfezar sends the Adventurer back to their homeland of San d'Oria with the slab and a letter of introduction. Upon receiving the slate, the Cathedral's monk, Charlemagne, immediately begins deciphering it. He then rewards the Adventurer with a magic scroll of the ancient Magic "Teleporte," which he has deciphered and restored from the slate.

Frontier Q02: "Khuftal Sightseeing Guide"

Client: Datta

Character

Datta

A young man who, following in the footsteps of his sister in Bastok, has organized a sightseeing tour.

Hawknose

Datta's partner. He was supposed to get feedback at the tour destination, but...

The Adventurer, tasked by Datta to lead a tour of the Kuftal Tunnel, heads to the site, but Hawk Nose, who was supposed to be there, is nowhere to be found. While he was puzzled, Hokknose appeared and left, saying it wasn't the time for a tour.

↓ Tadatta's tour destination

rugged cliffs are the source of Galka's resentment. It was a dangerous place where spirits lingered. The

Check: Is the highlight a spiritual spot?

Datta, the client for this Quest, is the younger brother of Isabelle, who organized the Slumbering Dragon Falls tour in "Bastok Q53: Gustaverg Sightseeing Guide" (→P.267). Although he had planned the tour in imitation of his sister, Datta had chosen as the highlight a dark, cavernous cliff that was hardly suitable for sightseeing. Moreover, it's a place steeped in legend. When the capital of Galka was attacked by the Beastmen of Antica, many Galka who were driven from the city fell to their deaths here. It's a dangerous spot where Ghost Monsters roam. As a result, Datta's planned Kufutar sightseeing tour, like his sister's, fell through.

Frontier Q03 Essentials for a desert journey

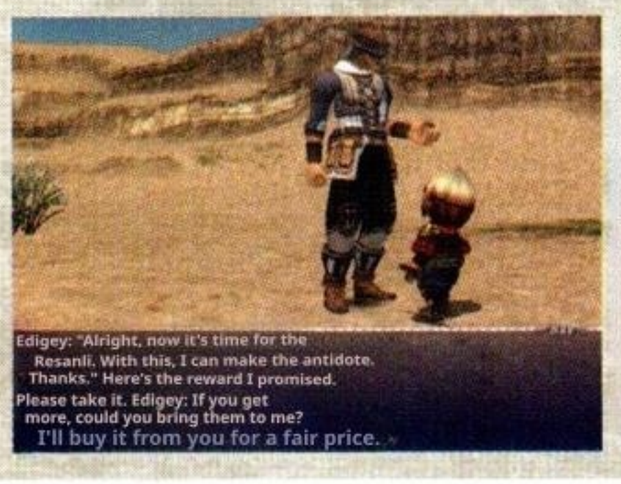
Client: Edgy

Character

Edgy

A caravan merchant who travels across the desert. He seeks the poison of the sand scorpion, the key ingredient for the antidote essential for desert travel.

At the request of the caravan leader Edigey, the Adventurer defeats a Scorpion Monster and brings back the Sand Scorpion Poison.



↓ The antidote that cures scorpion poison is. A pattern made from the poison itself.

Check: Immortal Taiko

Lu Shang's Fishing Rod is a high-performance rod that can handle both small and large fish with just one rod, and it doesn't break easily. However, it can't handle certain fish known as "legends," and sometimes it snaps. Repairing it requires Synthesis skills so advanced that one must be recognized as a master by Wood Egild, and even then, a successful repair is not guaranteed. However, if you ask Ilmilan, he will surely repair Lu Shang's Fishing Rod, though it will cost you for the materials.

Frontier Q04: "Taiko Bo does not die"

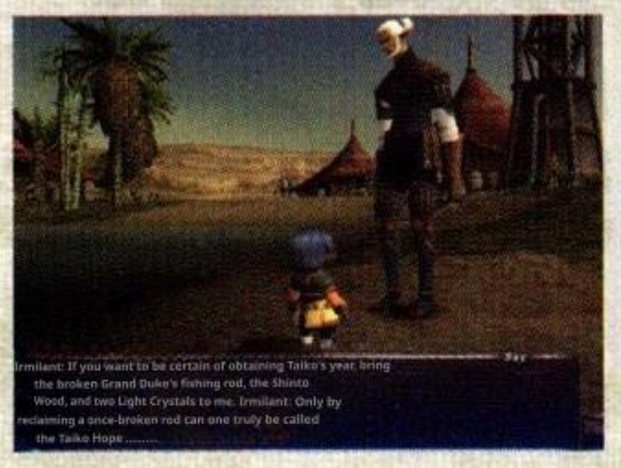
Client: Ilmiran

Character

Illmiran

An old man who knows a thing or two about fishing and fishing rods. He repairs broken, high-end fishing rods.

Upon seeing the Adventurer's "broken Lu Shang's Fishing Rod," Irmilant offers to repair it if he has the materials.



↓ Retrieve the once-broken fishing rod That's what makes him the true Taiko Bosho.

Frontier Q05 "Unbreakable Spirit" — Illmiran

Character

Illimilan

The greatest rod craftsman of our time. Serpent ---Seeks the material for the legendary fishing rod that a giant sea serpent swallowed.

Illmiran tells the Adventurer, who learned about the giant sea serpent from the Fishermen's Guild, about the materials for the rod that the sea serpent swallowed. When the Adventurer brought the materials, he crafted the legendary Ebisu Fishing Rod.

↑ **Illimilan says he can make the legendary fishing rod if he has the tree branch and thread that the Serpent swallowed.**

Check: Catch the sea serpent!

The materials for the Ebisu Fishing Rod are the "Sword Branch" and the "Five-Color Thread." The former is from the sea dragon Gugrusaurus, and the latter is from the giant freshwater fish Rik. These are materials that can only be obtained with an extremely low probability when you catch these formidable fish and have Selbina's fisherman Zaldon perform harakiri (→P.324). However, once completed, the Ebisu Fishing Rod is the finest rod in Vana'diel, well worth the effort.

Continuous Quest: Frontier Q06 ▶ Frontier Q07

Chase the Golden Mane!

Sanctia, a porter girl from Rabao, leaves her village, driven by the desire to transform her life of poverty and timidity. It's a dream journey following in the footsteps of the coveted bounty hunter, "Golden Mane"...

Character

Sanctia

A girl who works as a porter in Rabao. She escapes a life of poverty and sets out to find the whereabouts of the legendary bounty, the "Golden Mane."

Zolibo

Galka, the elderly porter. He asks an Adventurer to search for Sanctia, who has set off on a journey.

Cherbadurai

The porter, Sanctia's father. He's addicted to gambling and drowning in debt.

Novice Moguli

Moogle, an apprentice who met Sanctia in Norg and became her companion.

Patient Wheel

Garka, who works at the Bastok branch of Tenshodo. He knows where Sanctia is.

Bukki Chebki

A recluse who lives on Purgonorgo Isle. It seems an assassin is after you, but who is it?

Abelard

The village chief of Selbina. It seems he met Sanctia.

Quelbuia

A knight from Xebunadia who knows the origins of the "Golden Mane."

Vladinek, a Bastok soldier who knows "Golden Mane's" companion well.

Roemolipo

An assassin from a certain band of thieves who seeks to take Bukkichevki's life.

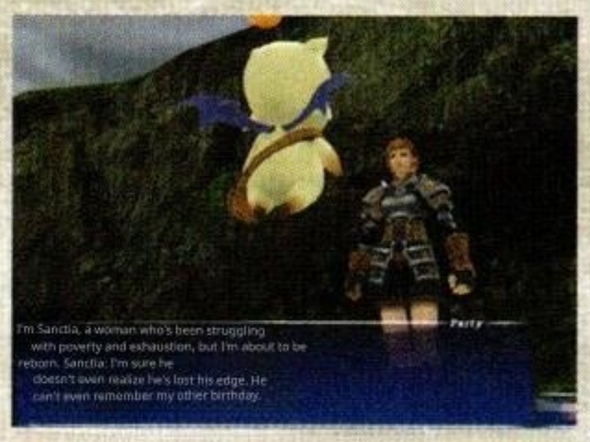
Frontier Q06 "Dream Chasing Journey" — Client: Zolibo

Related: San d'Oria Q20 "No Lowly Blood Flows" (→P.236)

Rabao's porter, Cherbadurai, tried to celebrate his daughter Sanctia's birthday, but she was nowhere to be found. Upon hearing this, Zoribo asked the Adventurer to embark on a quest to find Sanctia.

Following her trail, the Adventurer meets Novismogri, Patient Wheel, and Abelard. They reveal that Sanctia is seeking the legendary bounty hunter, the "Golden Mane," to become her apprentice, and that she is heading to Tavnazia, the homeland of the "Golden Mane." Having made it to Lufaise Meadows, the Adventurer finally finds Sanctia. However, she refuses to return to Rabao and sets off with Novismogri.

↑ **Cherbadurai is obsessed with gambling and keeps causing trouble for his family.**



↑ **Sanctia looks lonely, saying that her father doesn't even remember her birthday.**

Check: Bounty Hunters and Master Thieves

As recounted in the San d'Oria Quest Q20, "No Flow of Vile Blood" (→P.236), "Golden Mane" is a legendary bounty hunter who, alongside his partner "Silver Blade Izmenios," captured the notorious bandit Atalforne. However, currently, "Golden Mane" has gone into hiding, fearing retaliation from the remnants of the Atalforne band of thieves. In the quest series that begins with this Quest, the background and true identity of the "Golden Mane" are gradually revealed.

↑ **Along the way, you'll hear various tales about the "Golden Mane."**

Next Page

Fringe Territory Q07 "Golden Mane"

Client: Zolibo

Related: Promathia END-2 "The Origin of Ultimate Magic" (→P.174)

Zolibo asks the Adventurer to look after Sanctia and entrusts them with a heartfelt package prepared by Cherbade Yurai as a birthday present. The Adventurer learns the story from Quelbuia and joins forces with Sanctia. Furthermore, they manage to obtain information from Vladinec regarding the whereabouts of the "Golden Mane."

When Sanctia finally reached Purgonorgo Isle, where the "Golden Mane" was hidden, she was greeted by the assassin Kuchiemoripo, who was after the "Golden Mane." The Adventurer shields the injured Sanctia and repels the assassin. Then, "Golden Mane" -- Vukki-Chebukki appears, recounting his life story and advising Sanctia not to pursue the bounty.

↑ To dissuade Sanctia, Bucky-Chebukki shares the story of how he lost his wife and child.

↑ Sanctia, having given up on earning bounty money, is now applying to become an Adventurer's apprentice?

Go after the golden mane! *Fin*

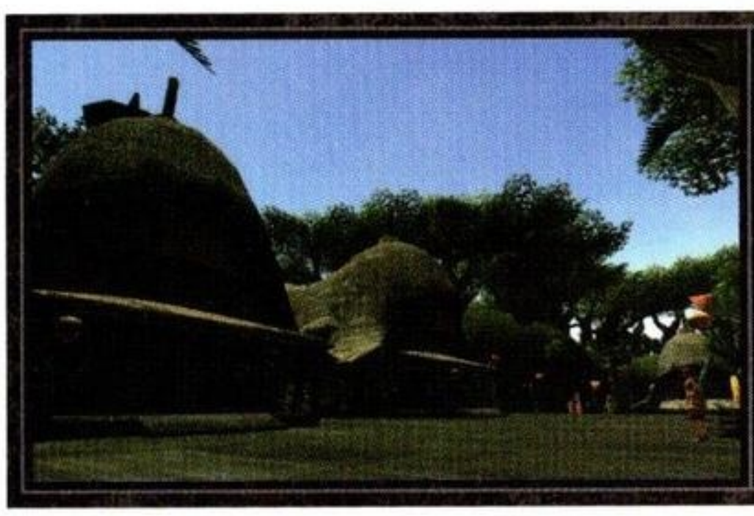
Check "A Package with Care"

A bag wrapped in beautiful wrapping paper.
Upon closer inspection, you can see signs of repeated failed attempts at wrapping and subsequent redoing.
It appears that the contents are various types of medicine bottles.

A gift from Cherbadelui to Sanctia, entrusted to Zolibo. Sanctia, who was injured in an attack by Roemolipo, was saved by the medicine inside. Then, she honestly acknowledges that her father remembered her birthday and was worried about her, gives up her dream of earning bounty money, and vows to help her father as an Adventurer.

Check: Parent-child reunion

If you completed Promathia END-2 "The Origin of Ultimate Magic" (→P.174) beforehand, the content of Bucky Chevy Key's advice to Sanctia changes. Specifically, she recounts that, having been reunited with her children after being separated, a miracle occurred thanks to her decision to stop chasing the bounty.



QUEST STORY GUIDE

Kazham

Kazham

Outland

Outland Q08 "The Troubles of Young Roteno"

Client: Roteno

Character

Roteno

A monk from the Cathedral of San d'Oria who is struggling with evangelism in Kazham.

Murojan

A stonemason who lives in San d'Oria. He is renowned as a master craftsman who carves statues of the goddess.

Frustrated by the lack of progress in his missionary work, the monk Roteno decides to create a goddess statue using the renowned stone of Elshimo Island, hoping that even Mithra of Kazham, who worships the great natural world, might accept his teachings. The Adventurer, who was asked for help, worked tirelessly to procure the renowned stone and place an order with the famous Emurojan. They successfully deliver the goddess statue to Roteno and receive the "Telepoiyot" magic book as a reward.

↑ Unaware of Murojan's doubts about the effectiveness of the missionary work, Roteno himself seems satisfied.

Check Kazham's faith

The religious view held by the Mithra followers of Kazham is that all things in nature possess a divine essence. Therefore, a religious view like the goddess worship of the Cathedral of San d'Oria didn't suit them. Roteno's idea to create a goddess statue using the renowned stone of Elshimo Island might have stemmed from his attempt to spread the goddess faith in a way that aligned with Mithra's religious beliefs, suggesting that "even within a stone embraced by nature lies the goddess."

Continuous Quest: Frontier Q09, Frontier Q10 ▶ Frontier Q11

Strategist's Exploitation

Magriffon, who speaks eloquently and continues to stay at Kazham's inn at other people's expense. People call him the "strategist" as he navigates the world in Roha Hatte Hatchō.

Character

Magriffon

Elvaan, who is staying at the inn in Kazham. According to him, he has a very important mission.

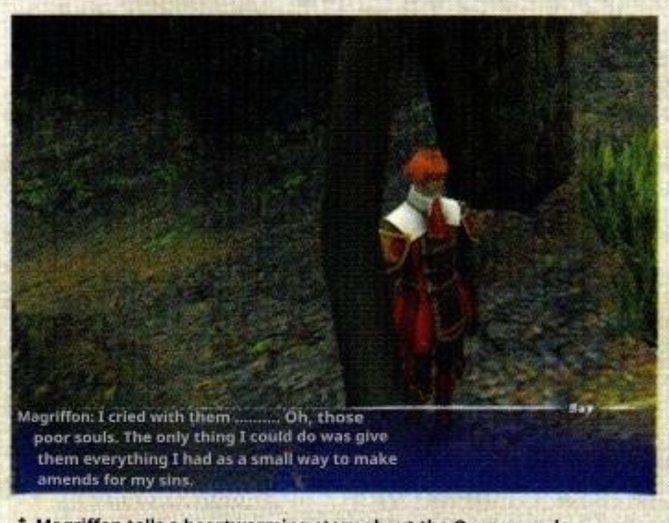
Gati Mijurabi

An employee at the general store "M&P Maat Kazham Branch" located in Kazham.

Frontier Q09 "Ahh! A miraculous encounter!"

Client: Magriffon

The Adventurer spoke to Magriffon, who seemed to be in some kind of trouble. Upon hearing his story, it seems that he had spent his personal funds to feed the hungry Opoopos, leaving him unable to pay for lodging and thus unable to fulfill his important mission. When the Adventurer handed over the money to Magriffon, who was beating around the bush to get the lodging fee, he thanked him profusely and promised to pay him back someday.



↑ Magriffon tells a heartwarming story about the Opoopo and shamelessly asks the Adventurer for money. Is that story true or false?

Frontier Q10 "Oh! What a courageous decision!"

Client: Magriffon

Related: Frontier Q12 "The Road to King Opoopo" (see right page)

Magriffon claims to have rescued a noblewoman from Norg's pirates and offers to sell the Adventurer a pirate's note that the noblewoman also received. Believing Magliphon's claim that the note was important, the Adventurer explored the Yuhtunga Jungle with it as a guide. There, they discovered Rafflesia nectar, which could be sold at a reasonable price, but the flowers' intense odor stuck to them.

↑ Magriffon tells of the dramatic rescue of the noblewoman and how he came to have the note, but his real aim is still to cover his lodging costs.

Frontier Q11: "Let's go to the hot springs"

Client: Gati Mijurabi

After being criticized by Mithra and the others in Kazham for the lingering scent of Rafflesia on the Adventurer, he sought advice from Gati Mijuraby on how to remove the odor. According to her, the scent of rafflesia can be removed by slowly soaking in an underwater hot spring, and by the time your body is warmed to the core. Upon learning that the nearby seafloor hot spring had dried up, the Adventurer discovered another seafloor hot spring at the mouth of the Nikoka Cave. Avoiding the nearby Monster, the adventurer bathed in the hot spring and successfully removed the scent.

↑ The underwater hot spring located in the Korroloka Tunnel. Here, the Adventurer decides to collect the scent.

The strategist's exploitation **Fin**

Check: Good manpower too

Magriffon claims to have a crucial mission, but in reality, he never takes any action. His stories are exaggerated and dubious, and he makes the Adventurer pay for the lodging fees he owes—he's nothing but a con artist. To underscore this, the Title given to the Adventurer upon completing this Quest is "Good Guy Mo." The target of a scam is sometimes called a "mark," and Magriffon certainly made the Adventurer his mark.

The truth about the check note and its smell

The pirate's note that Magriffon tries to sell to Adventurers is, according to him, "so important that a noble lady would risk her life to obtain it." It's a bit suspicious that he would sell it to cover his lodging costs, but in reality, this note is a poster created by Koya Nebler, a resident of Kazham, to warn about the foul-smelling Rafflesia flowers. For Mithra, the smell is said to be unbearable, and in severe cases, those who carry the scent may be banished from Kazham.

Incidentally, this scent is pleasant to the Opoopo, animals that live on Elshimo Island. When an Adventurer with the scent on them speaks to the Opoopos in Kazham, the Opoopos take a liking to the Adventurer, which triggers the quest "The Path to King Opoopo" in Frontier Q12 (see the right page).

Check: The unbearable odor

If you approach the Mithra who live in Kazham while you smell of rafflesia, you'll hear their special lines. There are only these cheerful and energetic ladies, who openly express their dislike for the Adventurer's scent.

Frontier Q12 **The Path to King Opoopo** — Client: Vui Stekoppa

Related: Frontier Q10 "Oh! What a courageous decision!"(See left page)

Character

Bui Stekoppa

A Beastmaster who can no longer get rid of the awful smell of rafflesia.

The Opo-opo

Ten Opoopos living in Kazham. It seems there's a hierarchy based on rank.

According to Bui Stekoppa, the Opoopos seem to have taken a liking to an Adventurer who smells of Rafflesia and intend to make them their new king. When the Adventurer gave the Opoopos a present, they recognized him as their king.

On behalf of the Opopo, Tabuyu gives the Adventurer an Opopo doll. They bestow the crown of King Po...

Check The path to the king is perilous

To gain recognition as king from the ten Opoopos, the Adventurer must present each one with the item they desire. However, since they can't speak human language, it's impossible to know which Opoopo wants what. Furthermore, Opoopos are very particular about their social hierarchy. If a lower-ranking member receives a gift before them, they will turn up their noses and refuse the gift. Only by overcoming these challenges can you become their king.

Continuous Quest: Frontier Q13 ▶ Frontier Q14

Kazham's Common Knowledge

Kazham, a major settlement in Mithra, has unique rules not found in The Middle Lands. Occasionally, people from the continents who unknowingly break the rules can cause trouble.

Character

Jakoh Wahcondalo

The capable chief who rules Kazham. He is exasperated by people from the continent who are unaware of local customs.

Angelica

A painter staying in Windurst. He sets his sights on a certain gallery to hold his solo exhibition, but...

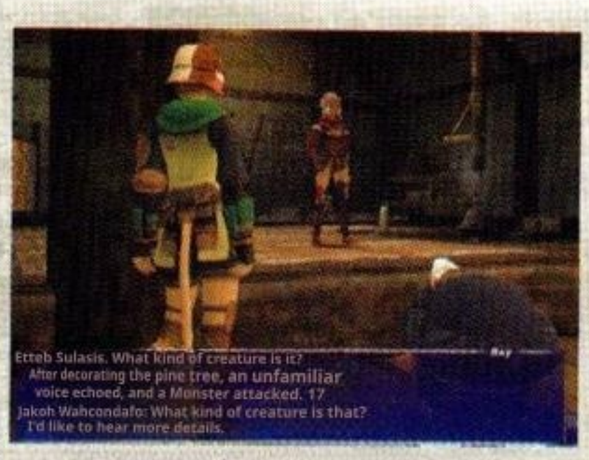
Romaa Mihgo

The previous chief, now living a retired life in Kazham. He is a somewhat enigmatic figure, but he does offer advice to Adventurers.

Frontier Q13 **The Labyrinth of the Art Gallery** — Client: Jakoh Wahcondalo

Related: Windurst Q03 "Rhapsody by the Artist" (→P.276)

Angelica, who dreams of holding a solo exhibition, hears about the gallery in the Temple of Uggalepih and asks Jakoh Wahcondalo to host her show. The Temple of Uggalepih is a dangerous place where the Beastmen Tonberry dwell. Recognizing Angelica's determination to not give up despite knowing this, Jakoh hired an Adventurer and ordered them to display Angelica's paintings in the gallery.



↑ Angelica's painting was destroyed by the gallery's ghost, and her solo exhibition never came to fruition.

Check: Kazham Common Knowledge 1

The Temple of Uggalepih is an ancient temple located on Elshimo Island, where Kazham is situated. This temple is the stronghold of the Beastmen Tonberry, who harbor deep resentment toward humans. In Kazham, it is common sense to avoid approaching the place and to not provoke the Tonberry's ire. However, the eccentric painter Angelica pays no heed to such circumstances and pursues her dream of holding a solo exhibition.

Frontier Q14 **"Collective Grudge"** — Client: Jakoh Wahcondalo

Related: Zilart M04 "Temple of Uggalepih" (→P.135)

Upon visiting the home of the Jakoh chief, the Adventurer is suddenly ordered to leave Kazham. Upon hearing the story, it seems that the adventurer had taken on the "Flame of Resentment" when visiting the Temple of Uggalepih, which apparently violated the laws of Kazham. Having learned from the former chieftain Romaa Mihgo how to purify the "Flame of Rancor," the Adventurer cleanses the flame in the Den of Rancor and avoids further trouble.

↑ The Adventurer is suddenly criticized by Mithra and the others, saying, "You don't know common sense."

Check Kazham Common Knowledge 2

In the Den of Rancor, which lies beneath the Temple of Uggalepih, there is a door that opens when you light the "Flame of Rancor" of the Tonberry. When advancing through Zilart M04 "Temple of Uggalepih" (→ P.135) and other areas, you must always disarm this mechanism. However, upon doing so, an invisible Flame of Resentment transfers to the person who disarmed it. The Flame of Resentment attracts Tonberry, so in Kazham, it's common knowledge that you shouldn't touch the Flame of Resentment when you enter the Temple of Uggalepih. Therefore, Mithra and his followers relentlessly condemn any Adventurer who has harbored the flame.

Kazham's common sense

Fin

Hengeki Q15 "Tonberiño"

Client: Mebi Jubili

Character

Mebi Jubili

A resident of Kazham. She is secretly harboring the Tonberry she protected in the forest.

Tonberlino

Tonberry, who was drowning in the lake, was rescued by Mebi.

Mebi Jubili wanted to send Tonberlino, whom she had been hiding, back to the forest, but she was worried that "with a rusty knife, Tonberlino wouldn't be able to hunt and would starve to death." The Adventurer, who had agreed to help Mhebi, went to the Temple of Uggalepih and successfully made a deal with the Tonberry chef, "Chef Nonberry," to obtain his favorite knife.

↑ Mhebi is delighted to see that Tonberiño likes the new knife, as it means he can now return to the forest.

Check Tonberry's knife

Tombellino never parts with his rusty knife, and he shows such dedication that it emanates a killing intent toward Mebi Jubili, who tries to sharpen it. That's understandable, as for Tonberry, the knife represents the very identity of their race. In fact, the Tonberry people say, "People of Tonberry! Take up the horn lanterns! Until the day when the sun of truth shines, let the flame of resentment never be extinguished. People of Tonberry! Take up your knives! With those blades, you shall butcher the people of Altana and offer them as a sacrifice to the true goddess, Ugarepi."

↑ In reality, it seems difficult to obtain a knife, and many Tonberry carry daggers or clubs taken from humans.

Frontier Q16: "Greetings to the King"

Client: Hari Pakroib

Character

Hari Pakroib

An old woman from Kazham. She encourages new visitors to the village to greet "the king of this land."

Yutanga Volcano, which rises to the east of Kazham, is said to be the home of the king who protects Elshimo Island. Hari Pakroib, an elderly woman from the village, instructs Adventurers who visit Kazham on how to greet the king.

↑ Adventurers who offer an offering at the volcano's crater, "Ifrit's Cauldron," are recognized as guests of Kazham.

Check: The King as Told by the Old Woman

Hari Pakloib: The towering mountain of fire to the east is the mountain of the king who protects Kazham. The king always makes the earth tremble with his anger and laughter, and he gives us all living things a power that surges with heat. And we show our gratitude to the king of this land by offering him the best of our daily provisions. That's the custom in this village. What do you think, Adventurer? If you plan to stay here for a while, why don't you go pay a visit to the local king? If you're lucky, you might just hear the voice of this land's king. Hehehe. ……。

Frontier Q17: "The Tree of Fire"

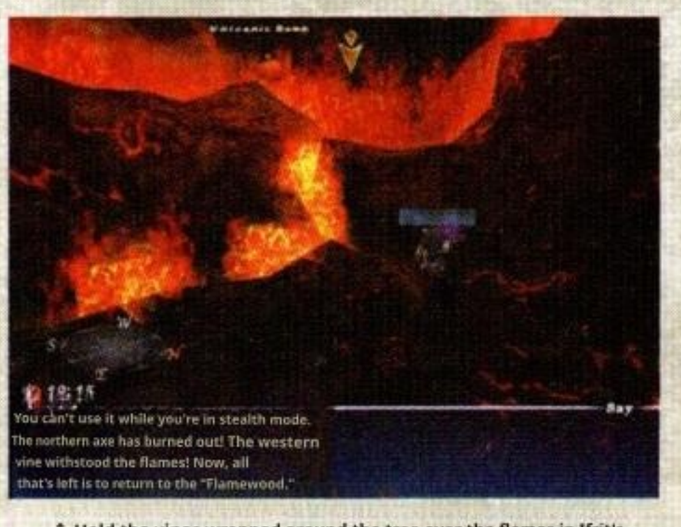
Client: Sun Abrala

Character

Sun Abrala

A bowmaker at the Weapon Shop "Mercenary Leukowa's Shop." Seeking "Purgatory Wood" blessed by the flame.

At the request of the craftsman Sun Abrala, the Adventurer ventured into the Yuhtunga Jungle in search of Purgatory Wood. Relying on the crane, the Adventurer selects the least flammable part of the "Flamewood" and cuts out the wood.



↑ Hold the vines wrapped around the tree over the flames in Ifrit's Cauldron to identify the material of the parts where the vines were tangled.

Check: Blazing Arrow

Sun Abrala seeks Purgatory wood to craft a bow blessed with powerful flames, capable of withstanding the shooting of the blazing "Purgatory Arrow." In this regard, Sun also tells the story of Perii Vashai, the Windurstian chief of Mithra, who was once a master archer capable of shooting the "Purgatory Arrow" with any bow.

Frontier Q18: "The Secret to Invincibility"

Client: Jakoh Wahcondalo

Character

Jakoh Wahcondalo

The chief of Kazham and a master of the Dagger. Seeking a sparring partner to refine the counter technique for her newly developed skill.

Jakoh Warkondaro, who created the new Dagger technique, Evisceration. She has Adventurers learn the new technique, intending to use them as practice targets when she comes up with a counter to it.

↑ In the end, Jakoh concludes that the only way to deal with it is to kill the opponent before they can use the new technique.

QUEST STORY GUIDE

Norg

Norg

Outland

Outland Q19 "Shining Leggings"

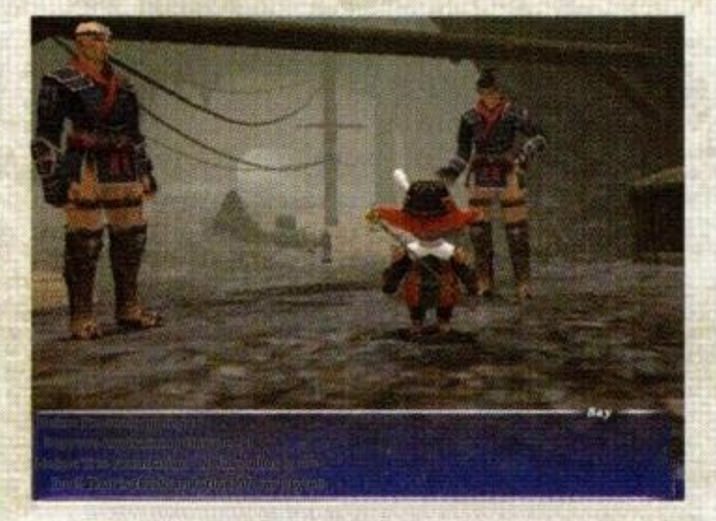
Client: Heizo

Character

Heizō

The head instructor who teaches Ninjutsu in Norg. He is collecting rusted leggings for his apprentices' training.

An Adventurer who was asked by Heizo to collect rusty leggings. After fishing out the leggings that had sunk into the water and handing over the required number to Heizo, he gave me a Ninjutsu scroll as a reward.



↑ Although the foundation of Ninjutsu is said to be agility, the reward is a scroll for the Ninjutsu technique "Poison Flourish: One," which has nothing to do with agility.

"Shining Subligar"

Client: Heiji

Character

Heiji

Like Heizo, he is a man who serves as a Ninjutsu master in Norg. He seeks rusted Sabrigas to train his apprentice's agility.

The Adventurer was tasked by Heiji with gathering the rusted Sabriga needed for his apprentice's training. Heiji grants Ninjutsu as a reward to the Adventurer who has collected the Sabriga.

↑ What Heiji grants is "Blindness: I", which, as expected, is a Ninjutsu unrelated to one's physical abilities.

Frontier Q21 Sahagin Stash

Client: Reislean

Character

Reislean

One of Norg's members. He conceals the circumstances and makes a request of the Adventurer.

Ren

Responsible for organizing Norg's units. Assesses the capabilities and aptitudes of members.

Reislean, who works in Norg's makeshift warehouse, silently asked the Adventurer for a favor. The request was to retrieve any item—anything at all—from the Sahagin Stash, which belongs to the Beastmen who dwell in the Sea Serpent Grotto. Upon entering the treasure trove, the Adventurer encounters Norg's Ren. He explains that this request is an aptitude test to assess Raislean's ability to complete tasks, and he entrusts the Adventurer with a sea dragon statue found in the treasure trove as proof of the request's completion.

↓ For some reason, he explained the background of the request. There is no Leisurean. That's why What's the reason...?

↑ Len reveals the truth behind the request. He calmly assesses Raislean's abilities and aptitude.

Check The fundamentals of Ninjutsu are...

Frontier Q19 "Shining Leggings"

In "Shining Leggings" and "Shining Subligar," you receive a request from and Heiji, Ninjutsu masters from the same school, in Frontier Q20. The motto of their school is "The foundation of Ninjutsu lies in one's legs," and they seem to rigorously train their students' legs using rusty leggings and sabrigas.

By the way, completing each Quest will earn you the Titles of "Shiner of Leggings" and "Shiner of Sabriga." These titles seem to signify that the Adventurer has given the discarded, rusty leggings and sabrigas another chance to serve people.

Check Norg and the Sahagin

In the Sea Serpent Grotto, Norg's pirates share their base with the Beastmen Sahagin, yet conflicts between the two are surprisingly rare. While Norg and the Sahagin are in conflict as humans and Beastmen, they have established a symbiotic relationship, leveraging each other for trade and cave defense. In fact, when Ren, who was in the treasure trove, hands the Seadragon statue to the Adventurer, he mentions, "I've made arrangements with the Sahagin," and goes on to discuss the relationship between Norg and the Sahagin.

↑ Sahagin, who lives in the Sea Serpent Grotto. Throughout history, it has had a long period of interaction with humans.

Frontier Q22: "The Occupied Warehouse"

Client: Keel

Character

Keel

A member of Norg. He's curious about the warehouse that Norg's pirates used in the past, and wants to check its condition.

Kiel asked the Adventurer who approached him to break into Norg's pirate warehouse, which was occupied by the Sahagin, and retrieve a sealed box. The Adventurer successfully retrieves the box.

↑ Norg's pirate warehouse is hidden behind a door disguised as a rock wall.

Check Sahagin camouflage

The Sea Serpent Grotto is filled with doors disguised as plain rock walls. According to Kiel, it seems the Sahagin who live in the caves created the disguised doors. Some of these doors can only be opened with Beastmen coins as keys.

↑ The door leading to Norg is also disguised as a seemingly ordinary wall.

Frontier Q23: "Everyone's Envy"

Client: Majufo

Character

Majufoh

A man who can see the "resentment" of the Tonberry people clinging to others. He seems to know how to resolve these grudges.

If you want to know how to dispel Tonberry hate, bring Beastmen gold coins. Adventurers who accept Majufo's offer receive information about the Tonberry bishop who can dispel the hate, along with the key to the room where the bishop is located. The Adventurer immediately met with the Bishop, paid the appropriate amount of Gil, and had the resentment lifted.

Tamajufoh is Tonberry
By deceiving the bishop of the temple's
They say they locked him in a room.

↑ Has a strong grudge against Adventurers
The Tonberry bishop has a lot of
They ask for a certain amount of Gil.

Check Tonberry hate

The Tonberry special skill "Everyone's Grudge" is an attack that deals Damage equal to "5 times the number of Tonberry you've defeated so far." It's a dangerous skill that inflicts terrifying Damage if you repeatedly defeat Tonberry, but if you resolve the Grudge in this Quest, the number of Tonberry you've defeated will be reset. By the way, some Tonberry use "Everyone's Resentment," which is a more powerful version of "Everyone's Grudge." The Damage from this skill is calculated as "the number of Tonberry you have defeated so far × 50."

Frontier Q24 "An object of great power"

Client: Mamoravion

Related: San d'Oria Q74 "Ice Trial" (→P.416)

Character

Mamorabion

A researcher with a unique theory of Synthesis. He visited Norg in search of the "powerful items" he needed for his research.

An Adventurer tasked by Mamaulabion to procure an "Object of Power." Upon receiving the items crafted from the breath of the divine beast, Mamaulabion presented the Adventurer with an Evo-Calling, the result of his research.

↑ Mamolabion is amazed by the power of the items Adventurers have collected, but doesn't delve too deeply into where they came from.

Check: The Object of Power

The "Item of Power" that Mamorabion is seeking can be obtained You can get them in exchange for a Divine Beast's Breath in Quests involving Avatars, such as San d'Oria Q74 "The Ice Trial" (→P.416). All of these items have appeared in previous "FF" series games.

◆ List of Powerful Items

Name	Game
Water of the Air	『FF Ⅰ』
Egil's Torch	"FF Ⅱ"
Nept's Eye	『FF Ⅲ』
Desert Light	"FF IV"
Elders' Branch	『FF Ⅴ』
Saviterail	『FF Ⅵ』
The Key to the Ancients	『FF Ⅶ』

Frontier Q25: "Black Market"

Client: Muzaffar

Character

Muzaffer

A merchant who deals in prohibited goods. He is particularly interested in the rare "northern furs," "eastern porcelain," and "southern wooden mummies."

Norg's supplier, Muzaffar, asks Adventurers to procure prohibited items. Once the Adventurer safely collects the prohibited items, he purchases them, promising to make another request.

↑ Prohibited goods are in high demand, and it seems that supply can't keep up with demand.

Frontier Q26 "Chain of Oaths"

Client: Stray Cloud

Character

Stray Cloud

Norg's Warrior. He's worried about his friend Gubokka, who's like a childhood friend to him.

Vigstarka

Hume's swordsman who came to the aid of Gubokka when he was in trouble.

Gubokka

Gubokka left Norg, driven by a desire to do something for everyone.

Gomoya

Stray Cloud's childhood friend, who has been missing for many years.

While Strae Cloud, worried about his friend Gubokka, was talking to the Adventurer, Gubokka rushed back, barely alive. Gubokka had recently gone to defeat a monster that was causing trouble in Norg, but he was ambushed. He then abandoned the unknown Hume who had come to his aid and fled. Stray Cloud urges Gubokka to help and asks the Adventurer to rescue Hume.

The Adventurer, who headed to the scene with Gubokka, successfully defeated the monster. They found the Hume swordsman Vigstarka, but he had entrusted his sword to Gubokka and had died. Strayklaud gasped in surprise upon seeing the sword that Gubokka had brought back. It was the sword he had given to his childhood friend, Gomoya.

Gubokka fled, leaving behind Vigstarka, who had helped him.

As he was dying, Vigstarka told Gubokka the story of his sword.

Check: Until that promise is fulfilled

Gomoya, Stray Cloud's childhood friend, once vowed to "use his power to help others" and set off for Norg. At that moment, Straiklaud handed over his treasured sword to Gomoya, and Gomoya promised to return it without fail. Vigstarka held a sword steeped in such memories.

Vigstarka once had an experience similar to what happened with Gubokka this time: he let Gomoya, who had helped him, die. He never forgot his regret, vowing to "use his power to help others," and he cherished the sword of Gomoya, his lifesaver, as he carried it with him. Following that chain of vows, Gomoya's sword returned to Straiklaud, as if fulfilling the promise made to his old friend.

↑ With Gomoya's sword before him, Strae Cloud felt the warmth of his friendship with his old friend.

Frontier Q27 "Nature's Finest Wine"

Client: Washu

Character

Washu

Kimidama Mama, who runs the kitchen at Norg. She's looking for good liquor for the pirates who drink nothing but alcohol.

Trusting in the Adventurer's abilities, Washu asks them to procure natural wine found in the Yhoator Jungle. The Adventurer, given an empty wine barrel, goes to collect wine from the trees in the jungle.

↑ The spirited and imposing Washu. Even the pirates, who are feared by many, cannot stand up to her.

Check: The Whims of the Ninjas

Shibibi created the Wet Scroll in collaboration with a Ninja acquaintance. It was originally intended as a textbook for the Ninjutsu technique "Spellbinding Art: One," but since one had to travel deep into the mountains of another continent to read it, it was ultimately never used. Incidentally, Shibibi and the others created such a complicated mechanism simply on a whim, thinking, "You have to struggle a bit to decipher it, don't you?" There was no deeper meaning behind it.

↑ Even with an Airship or "Teleport Hola," getting to Horlais Peak is still quite challenging.

Frontier Q28: "The Secret of the Wet Scroll"

Client: ——

Character

Sibibi

A female Tarutaru Ninja who belongs to Norg. She claims to know the secret of the scroll that the Adventurer fished out.

An Adventurer who fished out a wet scroll with nothing written on it from the Sea Serpent's Cave. When asked, Sibibi of Norg explained that she had created it in the past and that it could only be read using a special method.

↑ As Sibibi said, when the scroll is immersed in the hot spring at Horlais Peak, letters appear on the paper.

Henge Q29: "The Power Within"

Client: Jaucribaix

Character

Joclibe

An aged swordsmith who serves Gilgamesh, the leader of Norg. He guides Adventurers to even greater heights.

If you, as a wield of the Great Katana, seek the path to true greatness, then face the trial— So, the Adventurer, having been informed by Jokuribe, overcame the trials he set and newly mastered the Kukuri Tachi Hanaguruma.

↑ **Jokuribe hands the Sword of Trials to the Adventurer, instructing them to wield it until they are recognized as its true master.**

Check: Signalling the start of the trial

Jokuribe: It's you. You've developed a good stance. However, the path to true greatness is still a long way off. How about it? Would you like to take on one of my trials?
(Adventurer nods)
Jokuribe: You have a good, unwavering gaze. Then, I shall hand you this Trial Sword. Listen carefully. When that Trial Sword recognizes you as its true wielded, the Weapon will have fulfilled its purpose, and its power will be lost. When that time comes, simply hand the Trial Sword over to me. It will be a long ordeal, but I have faith that you will surely succeed.

Frontier Q30: Passing Down Martial Arts

Client: Ryoma

Character

Ryoma

The older brother of the legendary Ninja, Yomi. He says there are secret techniques that are only passed down among top-tier Ninjas.

Ryoma, Yomi's older brother, is also a skilled Ninja. He claims to pass on secret techniques to Adventurers who wield the Katana. After completing the training Ryoma imposed, the Adventurer masters the Katana's secret technique, "Sora."

↑ **Ryoma, usually reserved, looks pleased with the Adventurer who has completed the training and mastered a new technique.**

Check: Invitation to the Soden

Ryoma: I see. It looks like you're not only practicing Ninjutsu, but also honing your skills. But you don't know. There are techniques that are only passed down to top-tier Ninjas. Skills are perfected in battle, where one stakes their very life. That's how you must have developed a number of techniques as well. The techniques passed down are the very culmination of that. It won't be easy; it will be a long journey. Are you ready to accomplish that?

QUEST STORY GUIDE

Rise of the Zilart

Rise of the Zilart

Outland

"The Wrath of the Opoopo"

Client: ——

Related: Zilart M05 "The Ancient Stone Monuments" (→P.136)

Seeking a way to thwart the ambitions of the ancient Zilart people, the Adventurer obtained a Fire Prayer from an ancient stone monument in the Yuhtunga Jungle, but in doing so, they incurred the wrath of the Opoopo. Realizing that they were fixated on the "red gem" embedded in the stone monument, the Adventurer offers a glowing red garnet to the monument, thereby appeasing the anger of the Opoopo.

↑ **The Opoopo, delighted to receive the garnet, give the Adventurer an Opoopo necklace as a token of their gratitude.**

Check: Quest 1 concerning the stone monument

The starting point for this Quest is Zilart M05 "The Ancient Stone Monuments" (→ P. 136). During that Mission, when the Adventurer visits the Fire Stele in the Yuhtunga Jungle, they are attacked by enraged Opo-opo for some unknown reason. The reason isn't explicitly stated, but based on the Quest's content, it appears the Opoopos attacked because they believed the Adventurer had defiled the red gem on the stone monument.

Fringe Q32 "Requiem for a Wandering Soul"

Client: ——

Related: Zilart M05 "The Ancient Stone Monuments" (→P.136)

The Adventurer, acting to thwart the ambitions of the Zilart, is attacked by the knight's ghost, the "Wandering Accessarion," at the stone monument on Cape Teriggan, which holds the key. Despite defeating it and obtaining the Wind Prayer, the spirit did not find peace. As a final act of remembrance, the Adventurer places a rain lily flower on the stone monument, and the ghost is then taken to heaven, seemingly satisfied.

↑ The spirit of a knight ascending to heaven. After that, the Fladjalan Rope Waist Armor was left behind.

Frontier Q33 "Purification of Impure Souls"

Client: ——

Related: Zilart M05 "The Ancient Stone Monuments" (→P.136)

Upon touching the ancient stone monument in the Sanctuary of Zi'Tah, the Adventurer is attacked by an undead monster that embodies the unfulfilled wishes of those who perished on their pilgrimage. The Adventurer defeated the monster and obtained the Prayer of Light, but the pilgrims' lingering regrets remained unassuaged. Later, the Adventurer obtains the Rainbow Prayer, a fusion of eight prayers, and by using it, he finally purifies their souls.

↑ The pilgrims, who had been reduced to a hideous state, are freed by the Rainbow Prayer.

Frontier Q34 "Divine Power"

Client: Ibnoil

Related: Zilart M14 "Ark Guardian" (→P.138)

Character

Yvonne
The "Maiden of the Morning Star" from the ancient Zilart civilization.

Ark Angel HM
A Crystal Warrior who symbolizes "Ignorance."

Ark Angel EV, the Crystal Warrior who embodies "Arrogance."

Ark Angel TT, a Crystal Warrior who embodies "Cowardice."

Ark Angel MR, the Crystal Warrior who embodies "Jealousy."

Ark Angel GK
The Crystal Warrior who symbolizes "Hatred."

Upon visiting Tu'Lia, the sky island built by the Zilart civilization, the Adventurer is reunited with Ibnoil, the Priestess of the Morning Star. She claims to be able to influence the fragments of Darkness within the hearts of the five Crystal Warriors who protect the island, and to give the Adventurer an item that embodies their power. To do that, it seems necessary to awaken the Crystal Warriors and have them battle the Adventurer.

The Adventurer, accepting Ibnoil's suggestion, used the Five Warrior Magic Circle to clash with the five Crystal Warriors. The adventurer defeated them resoundingly and obtained the "Ear," an item of equipment that embodies the power of the Crystal Warrior.

Let's crush Agilath's ambitions

Ibnoil tells the Adventurer who says

↑ The Crystal Warriors, brought together by the power of the Magic Circle. The Adventurer decides to take on this formidable enemy.

Check: Quest 2 concerning the stone monument

ジラートM05 While investigating the stone monument in the Sanctuary of Zi'Tah during "The Ancient Stone Monuments" (→P.136), the Adventurer is attacked by the Doom Monster, Doom'd Pilgrims. The name of this Monster means "Pilgrims whose lives have come to an end."

Ro'Maeve, the ruin entrance deep within the Sanctuary of Zi'Tah, was once a well-known pilgrimage site for followers of the Goddess. However, the journey to reach it is extremely dangerous, and it is said that many pilgrims perished unexpectedly in the Sanctuary of Zi'Tah.

↑ The sacred land of Ji·Yu, with its rows of towering trees and intricate terrain. Monsters are also frequently seen.

Check: The Five Warriors Assemble

The Crystal Warrior featured in this Quest is the exact same as the one in Zilart M14, "Ark Guardian" (→P.131). In that Mission, you and up to six companions take on the Crystal Warriors one by one. However, in this "Divine Might," you face five Crystal Warriors simultaneously. However, Adventurers can also recruit up to 18 companions, including themselves, to take on the challenge, allowing them to engage in an all-out battle with the Crystal Warriors. By the way, the ear armor "Ears of ○○" that you get as a reward inherits the abilities of each Crystal Warrior as follows.

◆ "Divine Power" Rewards

Ears of Purity	Ark Angel HM
Knight's Ears	Ark Angel EV
Ears of Darkness	Ark Angel TT
Beast Master's Ears	Ark Angel MR
Samurai's Ears	Ark Angel GK

※ You can get one of these

FINAL FANTASY XI ART GALLERY

Concept Art Gallery

~The Frontier Saga~

Boyahda Tree - Mandragora's Nest

Boyahda Tree - Waterside

Boyahda Tree Plaza

Quicksand Caves

Ker'Serpent Grotto · Pirate's Warehouse

Yuhtunga Jungle · Volcano Panorama

Quest Story Guide

Empire of Aht Urhgan Quest

The Empire of Aht Urhgan

A story unique to the Near East unfolds, centered around Aht Urhgan Whitegate

Quests in the Empire of Aht Urhgan primarily take place in the Commoners' Ward of the imperial capital, Al Zahbi, known as Aht Urhgan Whitegate. The content is quite varied, starting with solving the problems of the common people living in the city, then moving on to requests from the Empire's regular soldiers and volunteer troops, and stories involving The Serpent Generals who protect The Astral Candescence. Additionally, your Mercenary Rank with the mercenary dispatch company Salaheem's Sentinels rises as you complete promotion test Quests. Many of the Quests available in the town of Nashmau on the Arrapago Islands focus on Qiqirn, a resident of Nashmau.

← In the promotion exam quests, there are also scenes where Adventurers experience school life at the Officer Academy.

◆ **Quest List for the Empire of Aht Urhgan**

No.	Quest Name	Page where posted
01	Resistance to Darkness II	P. 357
02	**Trickstar's Dreams**	P.357
03	**Foodies**	P. 358
04	The Missing Pumpkin Head	P.358
05	**Shararatto Hi no Ko**	P.358
06	**Word Puzzle**	P. 359
07	The balance between the two	P. 359
08	That woman, due to her bad temper	P.359
09	A sudden downpour—searching for your silhouette	P. 360
10	A Recipe for Love	P. 360
11	A Record of Friendship	P. 360
12	The Night of the Beginning	P. 361
13	The dawn of reunion	P.361
14	**Orodoom**	P.361
15	Vulnerability Analysis Strategy	P. 362
16	Struggle to Break Through	P. 362
17	Worker with two horns	P.362
18	My husband and I	P. 363
19	Beyond the Emerald Green	P. 363
20	Barakaf: A Memoir	P. 363

No.	Quest Name	Listing page
21	The Barakuf Incident: A Record	P.364
22	The Skybound Sword	P.364
23	Who is it that composes the verse?	P.365
24	Bow in the Wind	P.365
25	The Earth-Biting Fist	P.365
26	A Shield That Dissolves in	P.366
27	Promotion Exam – First-Class Mercenary	P.366
28	Promotion Exam – First-Class Mercenary	P.367
29	Promotion Exam: Mercenary Commander	P.367
30	Promotion Exam – Corporal	P.367
31	Promotion Exam – Sergeant	P.367
32	Promotion Exam – Sergeant	P.368
33	Promotion Exam – Special Operations Sergeant Major	P.368
34	Promotion Exam – Second Lieutenant	P. 368
35	Promotion Exam – Lieutenant	P. 369
36	Promotion Exam – Captain	P.369
37	**Thoughts on the chisel**	P.369
38	**Cook☆Run**	P.370
39	**Because of Love**	P.370
40	Tortolon's Treasure Hunt	P. 370

No.	Quest Name	Listing page
41	**Sealed Toragion Anta**	P. 371
42	Rain the Sky Doesn't Know About	P.371
43	Ashu Talif: Power Reconnaissance	P.371
44	Court Painter Escort Order	P.371
45	Order to assassinate the captain of Ashu Talif	P. 371
46	Desire	P.419
47	Opening	P.420
48	Signs	P.420
49	Transformation	P. 421
50	Immortal	P.421
51	The seabird tosses the dice	P. 422
52	Two wings dance in the morning calm	P.422
53	Riding the Wadatumi in broad daylight	P. 423
54	Eventually, it soars through the night, amidst the sea fog	P.423
55	At the End of the Sea Route	P. 424
56	**Automaton**	P. 424
57	Weren't you the one who threw it in?	P. 425
58	It's gross, so don't call me by my name.	P. 425
59	I won't let anyone say, "I can't do anything."	P. 426

QUEST STORY GUIDE

Al Zahbi

Al Zahbi

The Empire of Aht Urhgan

Aht Urhgan Q01 "Resistance to Darkness II"

Client: Surdilan

Related: San d'Oria Q26 "Resistance to Darkness" (→P.238)

Character

Suldilan

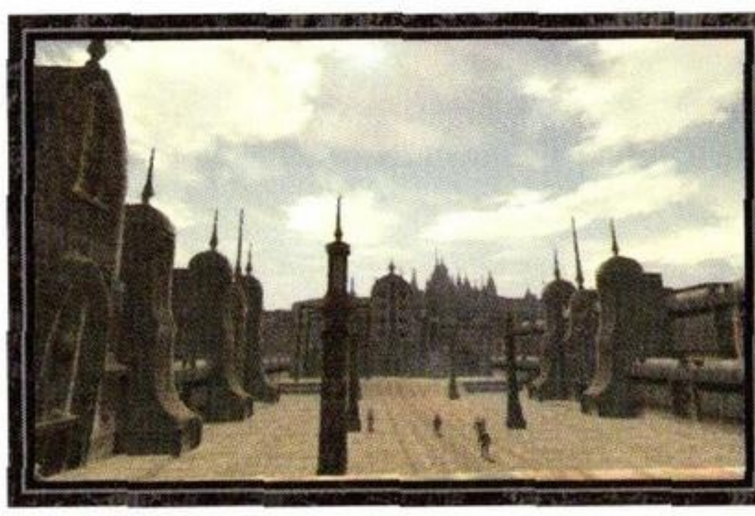
A man in the Windsnake Plaza in the People's Ward. Sensing an unknown, unsettling air, he tries to create a talisman to protect himself.

Suldilan expresses his desire to create a talisman in preparation for the approach of the "True Darkness." The Adventurer, hearing this, procures imp wings as the material for the talisman and hands them to him.

↑ It seems that one set of talismans isn't enough, so Surdilan accepts wings as often as needed.

Check "Amulet" again

As the Quest name suggests —"Resistance to Darkness II"—its content closely mirrors that of San d'Oria Q26, "Resistance to Darkness" (→P.238). In both quests, the Adventurer is asked for two wings to make a talisman. Upon handing them to the client, the Adventurer receives a reward of 200 Gil. Similarly, in ■ Aht Urhgan 027 "Promotion Exam: First-Class Mercenary," a certain individual also requests wings (→P.366).



QUEST STORY GUIDE

Aht Urhgan Whitegate

Aht Urhgan Whitegate

The Empire of Aht Urhgan

Aht Urhgan Q02 "A Trickster's Dream"

Clients: Alkander and Ahada

Check: Adopted child and adoptive father

Character

Alcander

A man who once traveled the world. He lives with his adopted son, Tingamatoanga.

Tingamatonga, an orphaned boy from Tarutaru. He seems to be up to no good all the time, though?

Ahada

A young man from the Alchemy Guild. Alcander asks him to hire his adopted son.

Alcander, who is suffering from a serious illness and has little time left, He asks the Adventurer to help his mischievous adopted son, Tingamatonga, turn over a new leaf so that Ahada's Guild will hire him.

However, Tinga-Matonga's repeated misdeeds reached a boiling point, igniting the town's anger. Taking responsibility, Alkander left the town. Only then did Tinga-Matonga reveal his true feelings, saying, "I thought that if I did something bad, my adoptive father would hate me and come to haunt me after his death." Regretting his past actions, Tinga-Matonga mEric cd. Ahaadah: tot ..... He then openly expresses his desire to follow his adoptive father and be

↑ Tinga-Matonga deliberately committed mischief because he didn't want to be separated from his adoptive father.

While Tinga-Matonga was committing wrongdoings, fixated on what would happen after his adoptive father's death, Alkander was also focused solely on the future after his own passing, striving to make Tinga-Matonga independent. After hearing Tinga-Matonga's sincere words about how their actions were wrong, Alkander begins to seek a cure for his illness.

↑ Arkhander realizes the importance of living in the present moment after his adopted son's plea.

Continuous Quest **Aht Urhgan Q03, Aht Urhgan Q04, Aht Urhgan Q05**

Those who pursue culinary excellence

"Epicurians," a gathering of foodies who work tirelessly day and night to create new recipes. Mawdud, the group's leader, was a troublesome individual who lost all sense of judgment when it came to food.

Character

Fochacha

A chef who came from Windurst to test his cooking skills. He disciplines his unruly son with the "Hundred Fists of Love."

Topokhippok

A boy who came to the Empire with his mother, Fochacha. Despite his mother's objections, he is teaching himself alchemy.

Maudad

A masked Garka known as "Maudad of the Serpent's Tongue." Leads the gourmet group "Epicureans."

Uramar

A man who belongs to the "Epicureans." He excels at gardening, growing vegetables and more.

Kutiba

A woman who belongs to the "Epicureans." She is renowned for her fishing skills.

Aht Urhgan Q03: "Gourmets"

Client: Fochacha

Topokuhippo, in tears, tells his mother, Fochacha, that the mysterious Garka stole his precious ingredients. With the Adventurer present, he recovers the ingredients from Garka—Maudad, the leader of the gourmet group "Epicureans"—but by then, only half of the ingredients remain.

Topokuhippo somehow restores the ingredients to their original amount and hands them over to his mother. Fochacha uses those ingredients to cook a meal for the Adventurer, but Maudad suddenly appears and eats it all. and gets the ingredients back.

Using the shield, Topokuhippo confronts Maudad. He is an Adventurer.

Check Maudad's passion

Maudad, the leader of the "Epicureans," is said to have even mastered the cuisine of Aht Urhgan. His curiosity for cooking knows no bounds. If there's an ingredient or dish that sparks even the slightest interest, he immediately makes it his own—even if it belongs to someone else. It seems that the "Epicureans" are the ones who always go to apologize to those affected by Maudad's actions, and they often complain about their leader.

Aht Urhgan Q04: "The Missing Pumpkin Head"

Clients: Uramar and Kutiba

An Adventurer who was asked by Uramar and Kutiba, members of the "Epicureans," to search for their missing leader. It seems that Topokuhippoku previously used alchemy to increase the quantity of ingredients, and the leader, having eaten dishes made with those ingredients, has become transparent. The Adventurer teams up with Topokuhippo to restore the leader to his original form.

↑ The Adventurer procures rainbow strawberries that can restore transparency to those who have become transparent and hands them over to Topokuhippo.

Check: Failed concoction

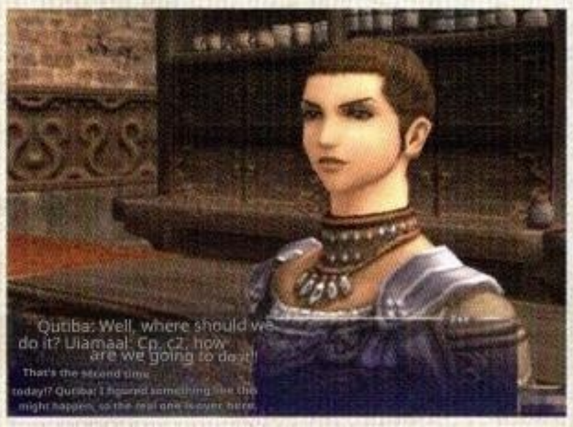
Topokuhippoku, who had been learning alchemy on his own against his mother's wishes as she wanted him to become a cook, used alchemy to restore the original amount of ingredients when they were used on Maudad, fearing punishment from his mother. However, due to the incorrect quantities of ingredients used at that time, when Maudad ate the finished dish, he experienced the effects of "Prism Powder," a substance that conceals the user's appearance. Fochacha sternly reprimands his son for using food ingredients as alchemy materials. However, recognizing his son's serious commitment to alchemy, he allows him to formally study alchemy at the Guild.

↑ After reconciling, the mother and son accept an invitation to join the "Epicureans."

Aht Urhgan Q05: "Shararat Days"

Client: Kutiba

Uramal still harbored feelings for the Middle Eastern-style cake, Ilmikhelbas, which the party leader had previously stolen from him. To make the cake again, Qutiba asks the Adventurer to procure the ingredient, white honey. After that, the finished cake was once again about to be snatched by the squad leader, but thanks to Qutiba's quick thinking, Ura Maar managed to get his hands on the cake.



↑ Qutiba deceives the leader by swapping the cake with a fake one beforehand.

Those who pursue the art of food to perfection **Fin**

Aht Urhgan Q06 "Word Puzzle"

Client: Hadada

Aht Urhgan Q03 "Gourmet People" (see left page)

Character

Hadada

A boy who loves to play pranks and is always causing trouble for his mother. His daily snack is his biggest joy.

Hadada claims he will create "something important for the Phantom Thief" and has the Adventurer collect pieces of paper with words written on them. He tries to frame Maudad the Serpent Tongue for stealing precious sweets meant for guests by using a card with his name on it, made from those paper scraps. However, his mother immediately realizes that he is the real culprit.

↓ Write letters in various parts of the city
Collect a total of 7 pieces of paper
An Adventurer who travels around.

↑ Angry, Hadada's mother gives the sweets she had prepared for her son to the Adventurer.

Check the letters on the piece of paper

Hadada asks the Adventurer to collect one piece of paper with "M", "U", and "T" written on it, and two pieces of paper with "A" and "D" written on them. Hadada's plan is to use those pieces of paper to create a card with the letters "MAUDADT" on it, and then leave it at the scene to frame Maudadt as the candy thief. Incidentally, Hadada's mother, who has seen through the real culprit, gives the Adventurer the sweets she had prepared for her son. However, the Adventurer can also give these sweets to Hadada, and in that case, receive Aht Urhgan bronze coins as a thank-you from him.

Aht Urhgan Q07: "The Balance Between the Two"

Client: Wazui

Character

Sariyaf

A young man who calls himself a "local-only Adventurer" and helps people with their problems.

Wazui

Sariyaf's partner. He does his best for people, even though he gets nagged by him.

Sariyaf, a young man from the city, and Wazui worked together every day to help people. However, Salyaf gets angry when Wazui takes on a job without permission and even loses the client's luggage, and declares that their partnership is over. Wazui asks an Adventurer for help to find the luggage, hoping to change Salyaf's mind. As a result, Wazui was injured. Salyaf criticized him, saying, "Don't act without thinking ahead." However, Wazui firmly replied, "Even if I don't have the strength, I want to help people." If you get hurt again while working alone, it would be a nightmare, so

↑ Recognizing Wazui's passion, Salyaf reunites the duo. ↓

Check: The Bumpy Duo

While Wazui is not as skilled in combat as Sariyaf, his nature prevents him from ignoring those in need, leading him to proactively take on one request after another. On the other hand, Sariyaf is stronger than Wazui, but he quickly gets intimidated when faced with difficulties and tends to shy away from challenging requests. Despite their differences, they both recognize that the other has what they lack.

Aht Urhgan Q08: "That woman, with her terrible temper"

Client: Latib

Character

Yajiva

A renowned female gambler in the Imperial City. She has absolute confidence in her skills as a cheater.

Balajaha

A man who is passionate about gambling. He loses badly to Yajiwa in a game.

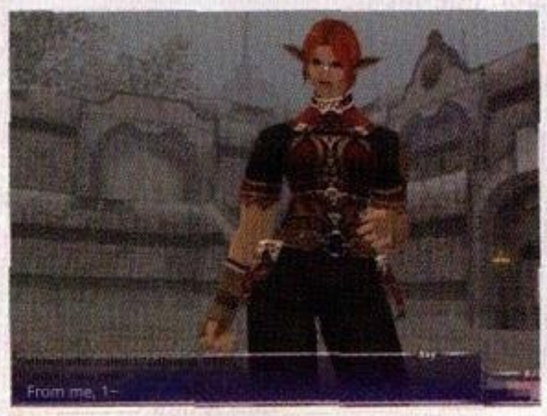
Latif

The master of the teahouse Shararat. He praises Yajiwa's brilliant sleight of hand.

Balajaha, having lost a series of dice games to Yajiwa, was robbed of a large amount of gold coins. He learns from Latib that Yajiwa was cheating, and asks the Adventurer to bring Yajiwa back. The Adventurer, who had traveled to various places, witnessed Yajiwa being deceived by an imp and having his gold coins stolen. After the Adventurer defeats the Imp, Yajiwa explains, "I was going to have the Imp arrange a ship to the Eastern Capital so I could give birth to my child and raise it in a safe place," and returns the gold coins he took from Barajaha. ↓ Yajiwa cheerfully says, "I'm going to travel as a Corsair," and bids farewell to the Adventurer.

Check: The Adventurer's Showdown with Yajiwa

The Adventurer encounters Yajiwa a total of two times before witnessing her being deceived by the Imp. On those occasions, the Adventurer plays a game of dice with Yajiwa under the condition that if the Adventurer wins, Yajiwa returns to the Imperial City, and if Yajiwa wins, the Adventurer must give up something important. She cheats to win both games, but since the Adventurer stakes "intangible things" like "love" and "courage," he never actually loses any money or possessions.



↑ Yadhiwa cheats by rolling the same number every time, easily defeating the Adventurer.

Aht Urhgan Q09 "Showers – Seeking Your Silhouette"

Client: Dubfoo

Character

Dubfoo

A young man who was attacked by the half-human, half-fish Beastmen, Merrow, and had his skin flayed. He harbors a perverse affection for Merrow.

The young man Dabhuh says that when his beloved Beastmen, Merrow, attacked him, he managed to get her scales, but then promptly lost them. At his request, the Adventurer seeks a replacement scale.

↑ Despite being attacked, Dabhuh seems to be "head over heels in love with Merrow."

Check the scales Dabhuh is looking for

Mellon's scales

Mero's supple and beautiful scales

□□。

The scales that were left on Dabhuh's arm after he managed to escape from the attacking Merrow. Since the rain washed away those scales, Dabfoo asks the Adventurer to find new ones.

Continuous Quest **Aht Urhgan Q10 Aht Urhgan Q11**

Where love and friendship reside

Mithra, who stands by the harbor, and the love potion "Water of Sparkle" held by Ex Pesshada. With this potion as the starting point, the Adventurer becomes entangled in a whirlwind of love and friendship.

Character

Tefu Kimasnaya

Mithra, who has a tendency to quickly give away various things to others.

Zabarf

A man who is always by Tefu's side, looking out for her.

Ex Pesshada

Mithra, who possesses the love potion "Water of Sparkle." She and Tefu are like cats and dogs.

A trio of volunteer soldiers

Bashraf, Hoodil, and Warbood are a trio of volunteers serving in the Imperial Nation. Each of them shows noticeable signs of immaturity.

Cubey Ijula

A Mithra mercenary who has known the three volunteer soldiers for a long time.

Aht Urhgan Q10: Recipe for Love

Client: Teff Kimasnaya

At the request of Tefu Kimasnaya, who uses her charms to coax men into bringing her various items, the Adventurer obtains Sparkling Water from Ek Pesshada. Tef then explained that he had been gathering ingredients for an old woman to make a potion that would cure his materialistic desires. However, when Zabarf confronted the old woman, it became clear that there was no such thing as a cure for materialism and that Teff had been taken advantage of. Though Teff was feeling down, he thanked Zabarf for uncovering the truth.

make poison ● The old woman lied to Teff, manipulated. Gathering ingredients to It seems that he was being

Check the relationship between Teff and Zabarf

After receiving so many gifts from men, Teff had lost sight of what she truly wanted, and nothing seemed to satisfy her anymore. Zabarf, who has feelings for her, tries to correct Tef's mistakes, but he can't help but speak harshly when she's around, which often creates a tense atmosphere between the two. However, when Zabarf rescues Tefu from being deceived by an old woman, Tefu realizes his kindness toward her and gradually opens up to him.

↑ It seems that the two, having opened up a bit, later went to Bibiki Bay together.

Aht Urhgan Q11 "A Record of Friendship"

Client: Kube Ijula

Bashraf, who was supposed to be with Fudil and Warbood all the time, suddenly wants to be alone with Warbood for some reason as soon as he runs into Tef. The Adventurer, tasked by Kube Ijula to resolve the issue, discovers that Bashuraf fell in love with Warbood after being exposed to the Shimmering Water—an elixir of love in Tefu's possession.

————Perhaps the potion had also affected the other two, as the three of them eventually tried to confess their feelings to their close friends. However, the potion's effect wore off, and they managed to avoid any trouble. It seems like you end up falling in love. When exposed to it, the first person you see ↓ According to Teff, the love potion

Where love and friendship reside **Fin**

Continuous Quest **Aht Urhgan Q12 Aht Urhgan Q13**

The Volunteers' Plans

The "Red Fox Corps" is a volunteer militia that fights against barbarians to protect the Imperial City. The unit's captain, Michhal, had been concerned about the recent suspicious behavior of one of his subordinates.

Character

Mischal, the captain of the Crimson Fox Corps. He will do whatever it takes to achieve his goals.

Isiin, a member of the Crimson Fox Squad. He wants to stop the war between humans and barbarians.

Gukuja

A soldier of the Mamool Ja tribe. As a barbarian, he dislikes fighting.

Minflam

The captain of the Black Wolf Squad. He considers Mishal his sworn enemy.

Aht Urhgan Q12: "The Night of Beginnings"

Client: Mishal

At the request of the Red Fox Squad's captain, Mishal, an Adventurer investigated his subordinate, Isuin, and witnessed Isuin secretly meeting with the barbarian Gukuja. When pressed by his companions, Isin confesses that they were discussing ways to end the war between humans and the barbarians. At that moment, Gukuja appeared in the Imperial City and kidnapped the city's children. The Adventurer who pursued Gukuja found that Gukuja, who had tried to free the children, was killed by a superior barbarian. That barbarian then began secret talks with Mishhar. This was a positive development, but the Adventurer asked Mishhar to keep him out of it, Chief Golaal Ja.Child, Visita Aitsu, Mankei, Aitsu. Mishhar: Got it. But don't ever do that again. "So he kept purpose of exchanging information meeting secretly with the barbarians. Imishar, for the

Aht Urhgan Q13: "Dawn of Reunion"

Client: Mishhar

An Adventurer meets Minflam, the leader of the "Black Wolf Squad," which views the Crimson Fox Squad as an enemy, and attempts to mediate a relationship between the two squads. Just then, a member of the Red Fox Corps is captured by a barbarian unit. When the Adventurer and Mishhal rushed to the rescue, they found that the barbarian who was the leader of the unit that had captured the member and Mishlam's secret contact had been defeated by Minflam. Faced with the enraged barbarians, Mishhal offers his life to save at least the captured member, but the barbarians are defeated by the Adventurer.

Mishhat: I understand. I'll offer my child. In return, I want you all to release them.

Offering his life, the barbarians' wrath Mishhal tries to quell the anger. ↓

The intentions of the volunteer soldiers **Fin**

Aht Urhgan Q14 "Oldoom"

Client: Dukaya

Character

Dukaya

An elderly man who has spent many years studying the ruins of the Olduum Civilization. He asks the Adventurer to obtain artifacts unearthed from the ruins.

At Dukaya's request, the Adventurer sets out to find relics of the Oldoom civilization. The Adventurer, having safely returned with the relic, received a Thunder Ring from Dukaya as a reward.

↑ The Thunder Ring received as a reward is imbued with the power of thunder at an altar near the Imperial City, transforming into the Oldoom Ring.

Check Those Who Dislike Fighting

Isin, who disliked fighting and had been swept along into battles with the barbarians, met the barbarian Gukuja, who also disliked fighting. They held secret meetings to find a way to end the conflict between humans and barbarians.

Meanwhile, Mishu Hal, who had been exchanging information with the barbarians to gain an advantage in battle, knew about the secret meeting between Isin and the barbarians from the start, but he remained silent. However, when the barbarians learned of the secret meeting and Isin's safety was threatened, Mishuhal tasked an Adventurer with protecting Isin under the guise of an investigation. When Gukuja ultimately lost his life, Isin left the Red Fox Corps. She will carry on Gukool Ja's legacy and continue her efforts to end the fighting.

↑ After the secret meeting is exposed, Gukool Ja is ordered to kidnap a child to prove his loyalty to the barbarians, but he ultimately resists.

Check: The life offered

When Mishal was the deputy commander of the Red Fox Corps, the unit encountered a group of barbarians while exhausted, and they found themselves in a dire situation. At that time, prioritizing results above all else, he offered the wounded captain's life to the barbarians in exchange for the others' release, thereby minimizing the damage to the unit. This time, Minflam's actions had angered the barbarians, and the unit was once again in danger. So, just as he had offered the captain's life before, Mishal tried to sacrifice his own.

Continuous Quest — Aht Urhgan Q15 Aht Urhgan Q16

Monster Investigation Order

It is said that numerous ferocious Monsters have been rampaging in The Near East recently. The Imperial Army was recruiting individuals to gather information on these Monsters in order to subdue them.

Character

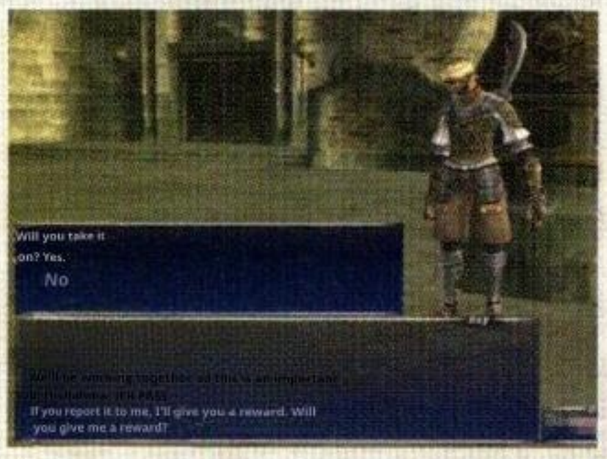
Hishama

A unit commander in the Imperial Army of Aht Urhgan, tasked with guarding the place of worship in the Commoners' Ward of Al Zahbi. He seeks the help of Adventurers to subdue the ferocious Monsters appearing in The Near East.

Aht Urhgan Q15: "Weakness Analysis Operation"

Client: Hishama

At the request of Hishama, the Imperial Army unit commander, the Adventurer was tasked with investigating the weaknesses of the ferocious barbarians that roam various parts of the Near East. After learning the barbarians' weaknesses from the Adventurer who returned from the investigation, Hishama uses that information to form a unit to subdue them.



↑ Hishama says he will talk if he receives a reward. ↓ If the investigation results are accurate, then to the Adventurer

Check: Monster Investigation 1

Hishama requests investigations into three types of barbarians: the Lamiae, the Trolls, and the Mamool Ja. The Adventurer will actually fight one of these barbarian tribes and uncover two of its weaknesses. Upon completing the investigation, if the Adventurer reports at least one correct weakness to Hishama, they will receive a reward based on the number of correct weaknesses reported. If you fail to report a single correct weakness, Hishama will be angry, saying, "Because of you, the unit suffered significant damage," and you won't receive any reward.

Aht Urhgan Q16: "Operation Breakthrough"

Client: Hishama

Upon meeting Hishama again, the Adventurer learns that a newly formed rookie unit is struggling against a certain Monster. Instead of the Imperial Army, which needs to conserve its strength in preparation for a barbarian attack on the Imperial Capital, the Adventurer investigates the Monster that is causing trouble for the newly formed unit.

↑ After completing the investigation, the Adventurer Report how to defeat the star.

Check Monster Investigation 2

In this Quest, you'll investigate three types of Monster: the Orobons, the Wamorakanpas, and the Pooks. You'll choose one of these types and conduct research in actual combat, just like in Operation 015 "Weakness Analysis." However, this time, instead of focusing on weaknesses, you'll explore ways to deal with troublesome enemy behaviors, such as how to break through their defenses or prevent them from escaping. Also, for this Quest, you won't receive a reward unless you report the correct information to Hishama.

Monster Investigation Order — *Fin*

Aht Urhgan Q17: "The Dual-Horned Workman"

Client: Milazaan

Character

Mirazahn

A regular soldier serving in the Imperial Army. She worries about her missing comrade, Doolun.

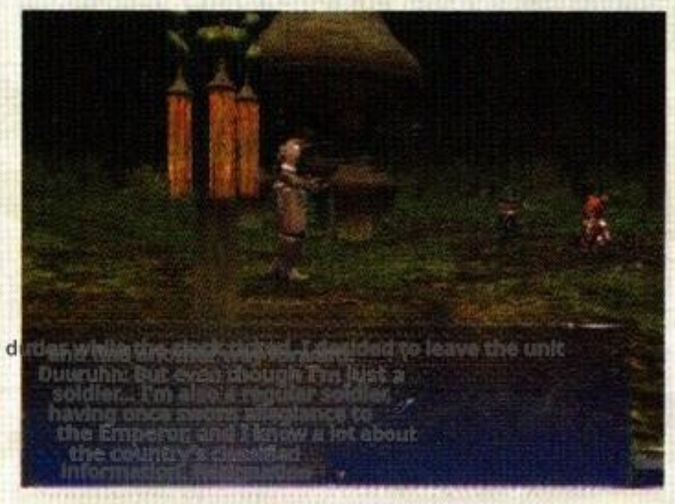
Tipapa

A Tarutaru woman who says she was tasked by the Empire to investigate the "Double-Horned Workers."

Doolun

A member of the Imperial Army. He went missing while investigating the "Double-Horned Workers."

According to Imperial Army soldier Milazan, soldier Doolun, who was investigating the "Double-Horned Workers" — a rogue group wreaking havoc in the Imperial capital — has disappeared. The Adventurer, accompanied by Tipapa, a woman he met in the city, visited Mamook, where the "Double-Horned Workers" had been discovered. There, he encountered Duuruhn disguised as a barbarian. He says he was deliberately hiding, using the rumors about the "Double-Horned Workers," because he wanted to leave the Imperial Army, which he believes doesn't genuinely protect the people or the land. Once Tipapa understood the situation, Duuruhn: I ended up pretending to be part of the Imperial Army. Duuruhn: Instead of continuing my duties, while the chief [illegible], I decided to leave the unit was not allowed... Pa not only revealed the true identity of the "Double-Horned Worker" to Duuruhn, but also took him under his protection.



↑ Duuruhn planned to disguise himself as a barbarian and desert the army when his existence was forgotten.

Check: The True Nature of the Twin-Horned Workers

The "Twin-Horned Workers" are a group of workers made up of Tipapa, who sports twin horns (a ponytail hairstyle), and her subordinates. Although they are widely perceived as ruthless and heartless thugs, in reality, they are a group with a strong sense of justice and compassion who fight evil to help the vulnerable, even if their methods are a bit rough around the edges. Tipapa decided to take Duloon into his care largely because he agreed with Duloon's view that the Imperial Army does nothing for the vulnerable.

Aht Urhgan Q18 "My Master and I"

Client: Garriwaw

Character

Faihal

A woman who claims to be the master of Garilau. Possessing vast wealth?

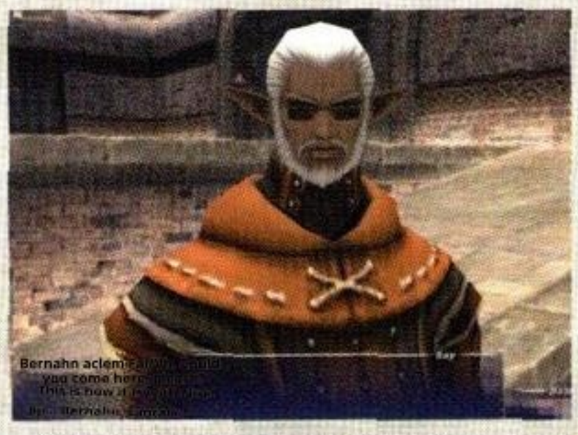
Belnan

An old man who has served as a caretaker for Faihal.

Gariwau

A servant from a certain mansion. Searching for his missing master with his companions.

The Adventurer, tasked by Garivaud to find the mansion's master, encounters Faihal, who claims to be the master, and his servant, Bernan. The Adventurer hears Faihal say he wants to see Bernahn off as he leaves the Imperial City to retire, and guides them to the harbor. Then Bernahn reveals that he is the true master and that he asked for Faihal's help to embark on an adventure.



↑ Bernahn thanks the Adventurer and sets off with Faihal for the western land.

Check: Master and Servant

Although Bernahn had achieved success in business and built a substantial fortune, he spent most of his time indoors as he grew older and his health deteriorated. A few years ago, he met Faihal, who had been abandoned by her parents and made ends meet through theft. So, Bernahn hired Faihal as a servant in his mansion. As he listened to her many unusual stories, he grew eager to explore the world. He lied to his servant, Garriwau, saying he was going for a walk, and then slipped out of the mansion with Faihal.

Aht Urhgan Q19 "Beyond the Emerald Green"

Clients: Maudal, Clavoyeur

Character

Crabowael

A biologist from a country in the West. Engages in a wide range of research.

Salwamolwa

A man who volunteers to be a subject in Crabowell's experiments.

Mikiruru

Salwamolwa's lover. She opposes his participation in the experiment.

An Adventurer who, at the request of Imperial Army soldier Maudal, is to accompany Crabouil and Salwamolwa in their investigation of the "frog disease." The Adventurers, who had been tracking Salwamolwa after he disappeared just before departure, found him and learned that his lover, Mikiru, had been transformed into a frog. Even after defeating Poroggo, the Beastman who seemed to have transformed Mikiru, she remained a frog. However, when Salwamolwa expressed his desire to be with her forever, she returned to her original form. I am satisfied that there was a significant harvest in the research.

↓ Crabowell refers to "Frog Syndrome"

Check: The truth behind the incident?

The "frog disease" that Crabowell is researching refers to a condition where humans are transformed into frogs by the abilities of the Beastmen Poroggo. Normally, this condition resolves after a certain amount of time or by defeating the caster, Poroggo. However, Mikiruru's "frog disease" persisted even after the Adventurer defeated the caster, and it was only when Salwamolwa expressed her feelings that it was cured. Given these circumstances, a suspicion arises that Mikiruru can actually transform into a frog at will and orchestrated this incident to gauge Salwamolwa's feelings... However, the truth remains a mystery, and this Quest concludes.

Continuous Quest: Aht Urhgan Q20 and Aht Urhgan Q21

Barakaf's Inventions

Balakaf, an elderly man living in Iflamad Port, enjoys creating inventions. He gives his inventions to Adventurers and asks them to capture various landscapes and scenes.

Character

Barakaf

An old man who once traveled to many different places. Now that he's grown older and his body no longer moves as he'd like, he focuses his energy on developing inventions in the Imperial City.

Aht Urhgan Q20: "Balakaf's Memoirs"

Client: Barakaf

Barakaf, who invented the "Illusion Device" that can capture landscapes as video, asks the Adventurer to film the "scenes of his memories" from places he once visited. The Adventurer travels to the location he specified and successfully completes the filming.

↓ Balakaf specifies not only the location for the photos, but also the weather conditions and the exact time of day.

Check the ninth photo

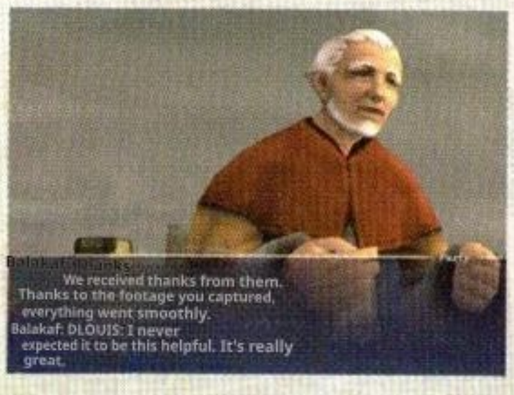
This Quest ends once you visit Balakaf's memorable locations, such as the Wajaom Woodlands and Arrapago Reef, and complete a total of eight photo shoots. Once all the photos are taken, Barakaf hands a vessel for illusions to a passerby, who then takes a photo of the Adventurer and Barakaf standing side by side, creating a "new memory."

Next Page

Aht Urhgan Q21: "The Barakaf Incident Records"

Client: Barakaf

Balakaf's new invention, the "Vessel of Illusion," can record moving images in a short period of time. The Adventurer, asked to record unusual events with this device, uses the recorded footage to solve one incident after another in the city.



↓ Sharing one's inventions with others
The Adventurer who helped me Balakaf expresses gratitude.

Check: How to use the Illusion Device

The Phantom Recorder is an invention that can record five seconds of video. Adventurers use this device to record crucial moments—such as when a new member of the Alchemy Guild diverts medicines or when a street performer's audience commits pickpocketing—aiming to solve various cases.

Barakaf's Inventions

Fin

Continuous Quest: Aht Urhgan Q22 ▶ Aht Urhgan Q23 ▶ Aht Urhgan Q24 ▶ Aht Urhgan Q25 ▶ Aht Urhgan Q23 ▶ Aht Urhgan Q26

The Epic of Heroes

The poet Fariwari seeks to write poetry about the Imperial heroes, The Serpent Generals, by covering their stories. While assisting with his creative work, the Adventurer comes into contact with the unknown past of The Serpent Generals.

Character

Fariwari
A flamboyant Bard. He has composed heroic poems in various places.

Biyada
A strict woman who serves as the adjutant to Skyserpent General Rughadjeen.

Gawish, the adjutant of Windserpent General Najelith. Wary of Adventurers.

Tayhaar
A soldier serving under the Earthserpent General Zazarg. Has a slightly poor memory.

Latib
The owner of the teahouse. Provides an overview of the Pama Ma serial murder case.

Unim
A regular at the teahouse. He was previously a first-class detective at the Snake-Eye Detective Agency.

Nadiyu
Someone who knows about the time when the Waterserpent General Mihli Aliapoh was a student monk.

Rughadjeen
The Skyserpent General, who leads The Serpent Generals. Holds full authority over national defense.

Gadaural
A hot-tempered young man among The Serpent Generals. The "Flameserpent General," who excels in Fire Magic.

Najelith, the gentle woman among The Serpent Generals. A master archer known as the "Windserpent General."

Zazarg
Galka, one of the fearless Serpent Generals. She is known as the Earthserpent General and protects the Imperial City.

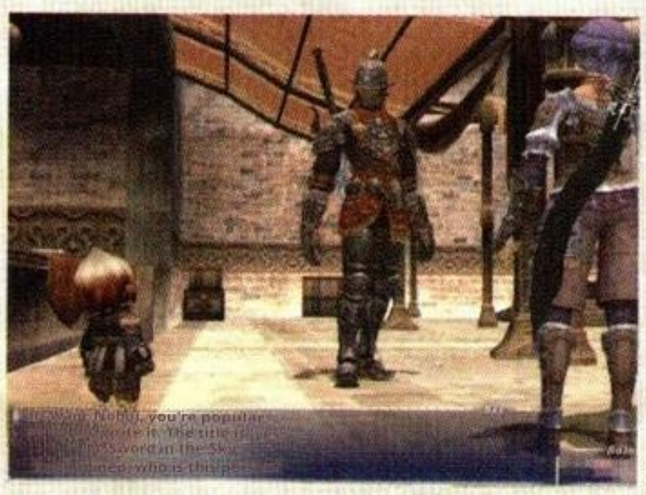
Mihli Aliapoh
A determined young woman among The Serpent Generals. She holds the Title of Waterserpent General.

Aht Urhgan Q22 "Heavenly Rushing Blade"

Client: Biyaada

An Adventurer who attached himself to the Bard Fariwari, a poet who composes tales of heroes, and became his companion. Fariwari approaches Skyserpent General Rughadjeen's adjutant, Biyada, hoping to hear tales of heroes. However, Biyada declines the request, stating that Rughadjeen has lost a precious item and there's no time for lengthy discussions. When the Adventurer found Rughadjeen's precious lilac ribbon in place of her, who couldn't leave her post, Biyada began to share Rughadjeen's past as a token of gratitude.

↑ How Rughadjeen, who was once just a battalion commander, became the Skyserpent General with full authority over national defense -- Biyada recounts the sequence of events.



← As Biyada begins to recount the encounter between Skyserpent General Rughadjeen and Flameserpent General Gadaural, Rughadjeen himself appears. Fariwari asks him to write the epic poem "The Skyrushing Sword."

Check The Story of the Skyserpent General

Two years ago, Rughadjeen, then serving as the battalion commander of the Western Army, sensed signs of a major offensive by the barbarian army and recommended launching a preemptive strike against the enemy. However, the then-field marshal not only dismissed his advice but also demoted Rughadjeen to the rank of a private for showing disrespect toward his superiors. Shortly thereafter, just as Rughadjeen had predicted, a large number of barbarian soldiers surrounded the imperial capital. Rughadjeen, who took command of the unit in place of the field marshal who had fled in confusion before the enemy, met a young girl named Aphmau in the city. She tells Rughadjeen, who rescued her from a burning building, "I'm fine, so please help the others," and then tends to his injured arm with a ribbon. Inspired by Aphmau's words, Rughadjeen acted with the swiftness of a lion, driving back the barbarian army. Eventually, the Empress recognized his achievements, and he was appointed as a Skyserpent General.

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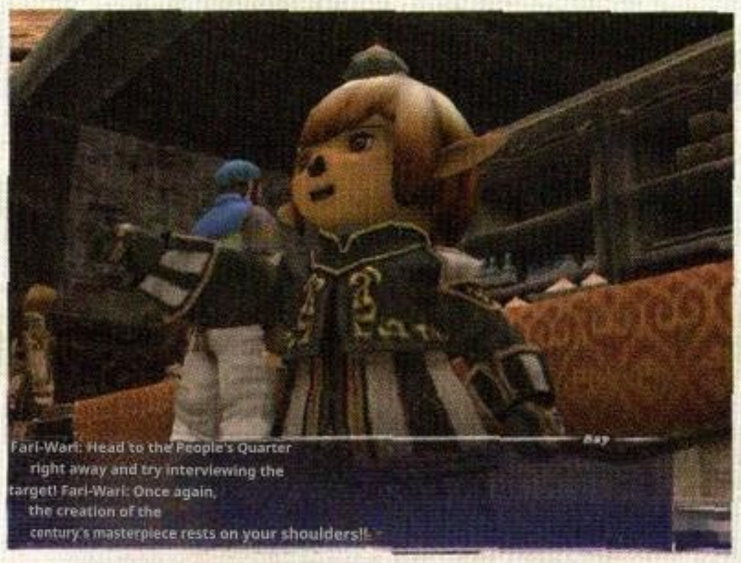
Aht Urhgan Q23: "Who Composes the Verse?" (Part 1)

Client: Fari-Wari

Fariwari tried to interview Biyada again, hoping to write poems about The Serpent Generals other than Rughadjeen, but Biyada said he didn't know much about the other generals. To cheer up the disheartened Farivali, Biyada suggests visiting the subordinates of the other generals, and introduces him to individuals serving the Windserpent General and the Earthserpent General.



↑ Fari-Wari instructs the Adventurer to immediately interview the person introduced by Biyada.

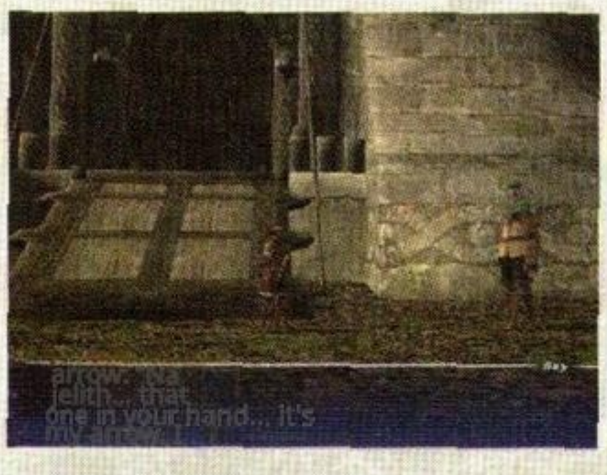
Check The Tale of the Windserpent General

At a time when the barbarian attacks in the western part of the Empire were not particularly intense, Najelith, an archer who had sustained a shoulder injury on the eastern front, was ordered to transfer to the Imperial Capital's defense corps. One day, during a strategy meeting, she learned that a barbarian unit was likely to enter the imperial capital. She then volunteered to snipe the unit's leader. However, Najelith's younger brother, Laeaf, launched a surprise attack in an attempt to gain glory. This emboldened the barbarian forces, who then pursued Laeaf toward the imperial capital. While Najelith hesitated to shoot, fearing that an arrow might strike her brother, the barbarian army invaded the imperial capital. As a result, the Imperial Capital suffered extensive damage, and Najelith, held accountable, was summoned to the Imperial Palace. Rughadjeen, confronting Najelith, tells her that what she lacked was the courage to make a decision, rather than her archery skills. Then, he appointed Najelith as the captain of a special unit under the direct command of the Skyserpent General, instructing her to cultivate true courage and to save more lives than those lost in this incident.

Aht Urhgan Q24 "Wind-Wrapped Bow"

Client: Gawish

The Adventurer, introduced by Biyada, met with Gawish, the adjutant of the Windserpent General Najelith. Gawish advises the Adventurer to ask Najelith directly if they want to hear from her, and informs them that she has been spending a lot of time in the Wajaom Woodlands recently. Holding a slightly soiled arrow obtained along the way, the Adventurer visited the Giwab Watchtower in the Wajaom Woodlands, where Najulis appeared. She says that the arrow the Adventurer holds is a precious item that reminds her of the past, and then tells the story of what happened with the couldn't shoot it that time, so I left it here."



left it behind. ▼ The slightly soiled arrow was left by Najelith. It was an item she couldn't bring herself to shoot, so she

Aht Urhgan Q25 "Earth-Biting Fist"

Client: Taihaar

After meeting with Taihaar, a subordinate of the Earthserpent General Zazarg, the Adventurer secures a promise to hear Zazarg's story. The Adventurer meets Taihaar at the teahouse and learns the story of how Zazarg became the Imperial Innkeeper. Asked to hear the rest of the story from Zazarg himself, the Adventurer visits the ruins in the Wajaom Woodlands and encounters Zazarg. Then, upon seeing the rusty Iron Badge the Adventurer had, Zazarg said, "When I became the innkeeper, the Iron Badge became a very important item that connected me to Bastok." Zazarg: It must have be

homeland. And ← the rusty iron badge is Zazarg. It's a bond that connects him to his

Check: The Tale of the Earthserpent General

Zazarg, who once served as the captain of the Gold Musketeers in Bastok, resigned from the unit, disheartened by the power struggles within the government. He bid farewell to his old friend, Iron Eater, and became a mercenary in the Empire. Eventually, Zazarg's origins became known to the Imperial Palace. Summoned by Vizier Razfahd, Zazarg openly acknowledged his past. Recognizing Zazarg's deep love for his homeland, Razfahd welcomed him into the Imperial Army as a guest commander.

As the months passed, those who had served under Zazarg when he was the Musketeer Captain began to arrive in the Imperial City, drawn by Zazarg. Zazarg was suspected of bringing in foreign agents, but just then, barbarians attacked the imperial capital. Zazarg, leading his former subordinates, fought valiantly and drove back the barbarians. Afterward, Zazarg's subordinates presented him with the Republic Iron Medal as a token of encouragement from Iron Eater, and then returned to their homeland. Recognizing Zazarg's capabilities after defending the Imperial Capital, Rughadjeen appointed him as the Earthserpent General.

Aht Urhgan Q23: "Who is the Poet?" (Part 2)

Client: Farivaly

After hearing the Adventurer's tale about the Windserpent General Najelith and the Earthserpent General Zazarg, Farivali was overjoyed, saying, "Spectacular images sprang to mind." Once the Adventurer receives the interview fee, he immediately starts writing a new poem.

↓ A timeless masterpiece is about to be born. Fariwari said he could feel it. Riri's breathing becomes heavy.

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Aht Urhgan Q26 "Water-Binding Shield"

Client: Fariwari

Related: Aht Urhgan M29 **"A Girl's Puppet" (→P.200)**

Fariwari says he will write a suspense poem to pay off the large debt he has accumulated from his extravagant lifestyle. Upon hearing this, Latib, the teahouse owner, suggests the "Papa Serial Murder Case" as a subject for the poem. This refers to the events of two years prior, when high-ranking officials of the Empire were assassinated night after night, with their faces covered in Papa's skin. The Adventurer then interviews the former detective Unim to gather more information about the case. As a result, they conclude that the "Walarra Award Ceremony Incident," where the Empress's life was targeted, is closely linked to the murder case. Subsequently, through the introduction of the aged teacher Nadiyu, the Adventurer makes contact with the Waterserpent General Mihli Aliapoh, who was the student representative during the award ceremony incident. When he prepared the colorful hair she requested, Milli revealed the surprising truth behind the murder. ↑ In the end, Farivaly couldn't write a decent poem, but thanks to Milli defeating the debt collector, the debt issue was resolved.

Check: The Story of the Waterserpent General

Milli originally lived on the island nation of Tsaya, a vassal state of the Empire. One day, the Empire forced Milli's village to grow Papama, a fruit that was popular in the Imperial Capital. Due to their unfamiliarity with gardening, all the crops withered, and a large number of villagers, including Milli's mother, died of starvation.

After that, Mili joined the Tsahya Liberation Army, a secret force aiming for Tsahya's independence. She was sent to a temple in the Imperial Nation as an exchange student and assassinated high-ranking officials who exploited the vassal states. She left the papama peel, a symbol of her resentment, at the scene and collected the victims' hair as proof that the mission had been accomplished. Furthermore, she attempted to assassinate the Empress at the Warara Prize ceremony, but her attempt failed miserably. Miri was on the verge of execution, but her classmate Aphmau's pardon spared her from punishment. Subsequently, Milli, who served as a counterintelligence officer under Rughadjeen, achieved numerous feats and was appointed as the Waterserpent General.

The Epic of Heroes to be continued (→P.446)

Continuous Quest: Aht Urhgan Q27 ▶ Aht Urhgan Q28 ▶ Aht Urhgan Q29 ▶ Aht Urhgan Q30 ▶ Aht Urhgan Q31 ▶ Aht Urhgan Q32 ▶ Aht Urhgan Q33 ▶ Aht Urhgan Q34 ▶ Aht Urhgan Q35 ▶ Aht Urhgan Q36

Taking the promotion exam

An Adventurer who goes about their daily work at the mercenary dispatch company Salaheem's Sentinels, enduring Nagja's scolding. Amidst all this, the Adventurer decides to take the exam to advance in the Mercenary Rank.

Character

Naja Salaheem
The president of Salaheem's Sentinels. He rigorously reviews the work of Adventurers and awards rank badges based on their performance.

Abquhbah
Head of Human Resources at Salaheem. As Naja's right-hand person, he handles various tasks.

Farzun
A young man who became a mercenary around the same time as the Adventurer. He has a rather timid personality.

Lililun
Qiqirn, whose profession is perfumery. Searches for her master's whereabouts.

Hagakof
A man who runs a weapon shop. Helps Abquhbah resolve his concerns.

A guide to the Silver Battle Mercenary Officer Academy. His tone is commanding.

Rongelouts
The head instructor at the Mercenary Officer Academy. He holds a bamboo sword in one hand and disciplines the students.

Neozaria
A cadet at the military academy. He is the son of a count and has great pride.

Yasmeel
A cadet at the military academy. A gentle woman who served in the Tsahya Militia.

Toka Telposka
A cadet at the military academy. He loves gossip and has a gossipy personality.

Cubey Ijula
A cadet at the military academy. She often expresses her grievances.

Aht Urhgan Q27 "Promotion Exam: First-Class Mercenary"

Client: Najah Salaheem

Naja seems to have been sensing a disturbing atmosphere lately, and she says she wants to at least make a talisman. If the Adventurer provides Najah with imp wings, the material for the talisman, Najah will promote the Adventurer to the rank of First-Class Mercenary.

↓ Upon receiving the imp's wings, Naja will use them to make an amulet. She would appreciate it if you could make it.

Check: President Naja's fears

Naja began to feel a sense of unease after a certain man threatened her, saying that the "Darkness" was drawing near. This man is Surdilan, the client of Aht Urhgan 001 "Resistance to Darkness II" (→P.357), and he seems to be telling various people, including Naja, that a talisman is necessary to counter the "Darkness."

Next Page

Aht Urhgan Q28: "Promotion Exam – First-Class Mercenary"

Client: Naja Salaheem

Related: Aht Urhgan M22 "The Envoy's Shield" (→P.198)

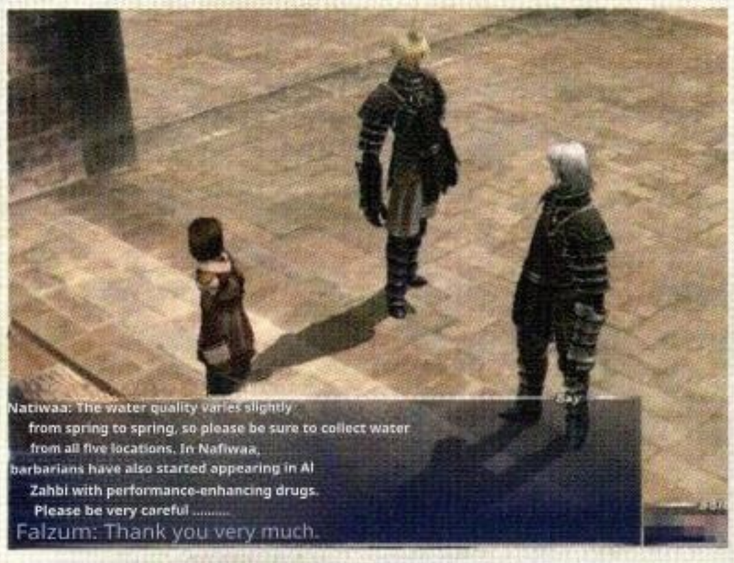
Naja, claiming it is an imperial decree, instructs Adventurers to seek evidence that the Dark Rider, who has been causing a stir in the Imperial City in recent years, actually exists. Adventurers who explore the Empire's territory and return with plaster casts of the Dark Rider's footprints are recognized for their achievements and promoted to the rank of First-Class Mercenary.

↓ Looking puzzled at the rather unremarkable piece of evidence Still, Naja can somewhat accept it.

Aht Urhgan Q29: Promotion Exam – Mercenary Captain

Client: Naja Salaheem

At Abquhbah's request, the Adventurer agreed to help his junior, Falzun, create the Spirit Crystal Water that Naja had commissioned. Falzun was notably unreliable, but thanks to the Adventurer, he somehow managed to complete the mission. Although Naja was upset that Falzun had enlisted help without permission, she granted the Adventurer who had helped his junior the rank of Mercenary Captain.



↑ Falzum was asked to create Spirit Crystal Water, but Adventurers handle most of the challenging tasks.

Aht Urhgan Q30: "Promotion Exam – Corporal"

Client: Naja Salaheem

Naja says she received orders from the Empire, which has officially recognized the Dark Rider's existence, to track him down. Following her orders, the Adventurer planted a transmitter in the Dark Rider's tracks. This was recognized as a crucial step in tracking the Rider's movements, and the Adventurer was promoted to Corporal.

↓ The Empire is pursuing the Dark Rider It seems they're having quite a hard time.

Aht Urhgan Q31: "Promotion Exam: Sergeant"

Client: Naja Salaheem

Lililun, the imperial perfumer, mistakenly visited Salaheem Agency, thinking it was a detective agency. Dazzled by the large fee Lililun promised to pay, Naja instructed the Adventurer to pretend to be a detective and assist Lililun. In search of Lililun's missing mentor --- the one who once taught her the art of perfumery --- the Adventurer and Lililun visit Caedarva Mire. Then, Dasha Han, who once worked in the same workshop as Liliroon, appeared. He told Liliroon that her master had passed away and handed her the legendary incense he had created. After that, Liliroon returned to the Imperial Capital and found out that Salaheem Company was...

Liliroon: Oh, that's right!! Speaking of Li, this is the incense made by Oshicho. Liliroon: I thought it might serve as a agency, the Adventurer pays the promised fee and is promoted to sergeant.

incense created by Liliroon's master. Here it is. Knowing it's not from a detective

Next Page

Check Dark Rider

The Dark Rider is a knight said to be eternally fighting in hell, a legendary figure that has been spoken of for a long time. Rumors began to spread that the Dark Rider had actually started appearing within the Empire in recent years. Feeling a sense of crisis, the Empire tasked Salaheem's Sentinels with investigating the matter.

The Dark Rider is believed to be the physical manifestation in the present world of Odin, the Lord of the Underworld, who appears in the story of the "Treasures of Aht Urhgan" (→P.180). However, it remains unclear how Odin came to appear in the present world and what purpose he is acting with.

↑ Stories of sightings of the Dark Rider, such as him riding a gigantic beast, are whispered in various places.

Check: Creating Spirit Crystal Water

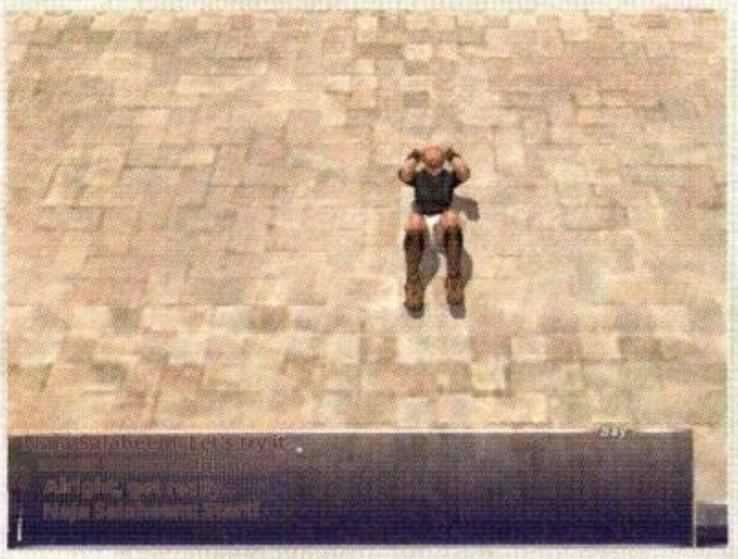
Naja uses a "Crystal Compass" to pick up signals from the "Quartz Transmitters" embedded in the rank badges worn by Mercenaries, allowing her to constantly track their locations. The Spirit Crystal Water that Falzun is asked to create for this Quest is the material used to make the Quartz Transmitter. To make Spirit Crystal Water, you need to draw water from five Spirit Crystal Springs with different water qualities and then mix them together in proportions you decide. The closer the Spirit Crystal Water created through this process is to the ideal, the better the reward you'll receive upon completing this Quest.

↑ Spirit Crystal Water mixed in the most precise ratio emits a beautiful glow, akin to that of luminous metal.

Aht Urhgan Q32: Promotion Exam – Sergeant

Client: Naja Salaheem

Among the Salaheem Company's mercenaries, there are three individuals whose performance is particularly lagging: Kalimur, Waljar, and Zardul. The Adventurer, tasked by Naja with thoroughly retraining the "Three by the Window" as they were also known, rigorously supervised their training. For their achievement in developing into outstanding mercenaries, they are allowed to call themselves Sergeants.



↑ There's also a scene where, before the Adventurer starts training the Windowside Trio, Abquhbah willingly puts himself on the line to serve as a practice target.

Aht Urhgan Q33: "Promotion Exam – Special Operations Sergeant"

Client: Abquhbah

Abquhbah, who cared for Naja's beloved Morningstar every morning, noticed black rust forming at the base of the spikes. To help him when he was feeling down, the Adventurer learned about a chemical from the Weapon merchant Hagakof that could remove the black rust. Together with Abquhbah, they prepared the chemical and somehow managed to get rid of the black rust. Just as they were relieved, they discovered that Naja had found out about the whole series of events. However, in recognition of his kindness in helping a colleague, the Adventurer was awarded the rank of Special Operations Sergeant Nalp Snaheem a rica, with a shiny, black luster. Abauhbah: 7 Naja Salaheem. He was given a Swiss knife, Naja finds her Weapon beautiful

Aht Urhgan Q34: "Promotion Exam – Second Lieutenant"

Client: Naja Salaheem

An Adventurer who has been accepted into the Salaheem Mercenary Officer Academy, a place that trains future high-ranking officers. Upon being transported to the Officer Academy by Silver Battle, they found other students already gathered there. The timid Falzun, the self-assured Neozariya, the kind-hearted Yasmeel, and the energetic Mithra, Toka Terposca and Kube Ijula --- once the students had finished meeting each other, the fearsome drill instructor, Sergeant Rongelouts, made his appearance. The students somehow manage to pass the practical training led by him. Eventually, the first-term course came to an end, and Adventurers Neozaria and Yasumir, who were deemed to have strong officer potential, were promoted to second lieutenants.

↑ At the Officer Academy's entrance ceremony, two familiar faces appeared: Principal Kojah Salaheem and Vice Principal Alquba. They provide an overview of the training and other details.

← Staff Sergeant Rongelouts, who calls the cadets "maggots" and subjects them to rigorous training. Farzun, who often makes mistakes, frequently draws the sergeant's ire.

Next Page

Check the growth of the three-person team

The three types of training performed by the group of three by the window are push-ups, sit-ups, and running. During these training sessions, the Adventurer will train the group of three, spotting those who are slacking and giving signals to keep the training running smoothly. Once all the training is complete, the three by the window will have transformed into strikingly strong individuals (see the comparison photos below).

↑ Thanks to the Adventurer's strict guidance, the three-person group by the window looks like a completely different team.

Check: Training at the Mercenary Officer School 1

Adventurers who enroll in the Mercenary Officer School will complete the following three training courses as part of the first-term curriculum. The training primarily focuses on testing memory skills.

◆ **First-Term Training Content**

A "Enemy Territory Infiltration Training"

Memorize the situation you see and answer questions about it. B "Platoon Field Training Exercise"

Fight the barbarians and take their equipment. © "Survival Training"

Answer a series of questions about the promotion exams you've passed so far.

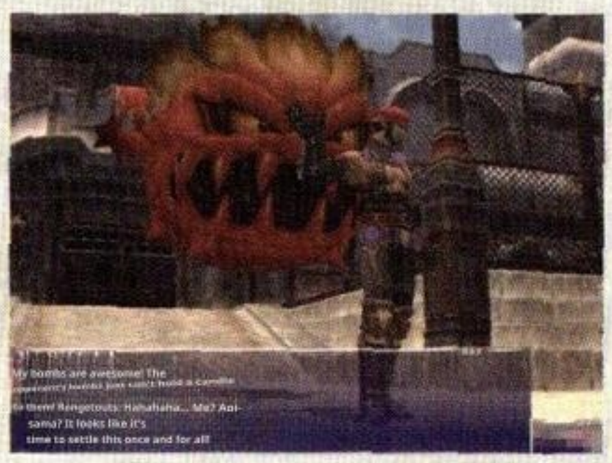
↑ The training includes quite unique activities, such as memorizing the number of Chocobos you see.

Aht Urhgan Q35: "Promotion Exam: Lieutenant"

Client: Najah Salaheem

Related: Aht Urhgan Q26 "The Shield That Melts Like Water" (→P.366)

The advanced course at the Officers' Academy has begun, and the adventurers are taking on a series of practical training challenges. The final training exercise, which was crucial for graduation, was a grueling challenge where students formed teams and risked their lives against the instructors. However, thanks to the Adventurers' efforts, the students emerged victorious. With the graduation of all students and the promotion of the Adventurer to the rank of lieutenant confirmed, Rongelouts addressed the group with warm words.



↓ In the final practical training, Rongelouts I've decided to face off against those brats.

After the graduation ceremony, the students gathered at the harbor. After jokingly mentioning that she had traveled to the Imperial City to assassinate a certain general, Yasmir indirectly confesses her love to Falzun.

★ Acting like a natural airhead, he confesses Falzun takes it in a different way.

Aht Urhgan Q36: "Promotion Exam: Captain"

Client: Abquhbah

One day, Abquhbah asked the adventurer to take care of President Naja's discipline in her place. When the Adventurer performs the palm pressure on President Naja as requested, she says her doubts are resolved and promotes the Adventurer to the highest rank of Captain.

↓ Naja, whose mood improved with the acupressure Naja appoints the Adventurer as a captain And I'll even give you a promotion gift.

Taking the promotion exam **Fin**

Check: Officer Training School Training 2

The second half of the curriculum consists of the following three types of content. Overall, the content demands a high level of judgment.

Advanced training content

A "Counterintelligence Training"

Find the Qiqirn who is posing as a human and blending in with the mercenaries. B "Cryptography Training"

Have a conversation for a while using only the code developed for training purposes.

© "BCG Exercise"

Use Phantom Monsters to compete against the instructors.

Check: Assassination of the General

The assassination target Yasumir mentions is the Waterserpent General Mihli Aliapoh. ■ As mentioned in Aht Urhgan 026 "The Water-Bound Shield" (→ P. 366), Milli defected from the Tsahya Liberation Army to the Imperial Army. This action has made her a target for the Liberation Army, who are envious of her decision and seek her life.

Check: Naja's past

In the story that unfolds after her promotions to lieutenant and captain, Najah's past is revealed. She was a former princess of the Kingdom of Zhwa. Initially, she caused trouble by establishing a mercenary company without permission. However, the Empress recognized Naji's concern for the Empire and presented her with a glittering gold Dagger and a letter of appreciation. It seems that, deeply moved by this, Naji has since devoted herself to running the company.

QUEST STORY GUIDE

Mount Zhayolm

Mount Zhayolm

The Empire of Aht Urhgan

Aht Urhgan Q37 "Thoughts on the pickaxe"

Client: Zutemo

Character

Zutemo

A Troll who calls Mount Zhayolm home. He works alongside Wasorak of the Moblin tribe.

Zutemo is feeling down after dropping his precious pickaxe to the bottom of the valley. When the Adventurer gives him a replacement for the pickaxe, Zootemo is happy to be able to mine again.

↑ Zutemo seems to want to dig up something called "Meteorite" from the volcano.

Check Troll's pickaxe

For the large Trolls, human pickaxes are not only too small but also quickly break under their extraordinary strength. Therefore, the Adventurer prepares a "Mithril Pickaxe," which is a Weapon for humans, and gives it to Zutemo instead of a pickaxe.

QUEST STORY GUIDE

Nashmau

Nashmau

The Empire of Aht Urhgan

Aht Urhgan Q38 "Cook☆Run"

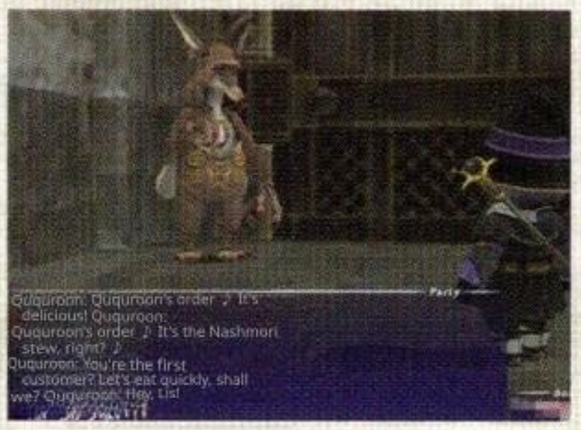
Client: Ququroon

Character

Kukurun

Qiqirn, a cook who works in a corner of Nashmau. She trains as a cook, dreaming of opening her own restaurant someday.

Qiqirn, the chef at Kukurun, was struggling to find the ingredients he needed for his culinary training. The Adventurer procures the ingredients he needs, and in return, the chef treats him to a feast.



↑ **Ququroon makes a Nashmau-style stew using ingredients gathered by Adventurers.**

Check Kikilun's Stew

Nashmau-style stew

A seafood stew made by Qiqirn.

A stew made with plenty of seafood that can only be caught in the Arrapago Islands. Specifically, it's made by cooking five ingredients: Istakoz, Merjanbaru, Afpot, Istildie, and Istavrit. Perhaps due to its unique cooking method, only Qiqirn can make it. It also has the characteristic of significantly reducing multiple ability scores when an Adventurer eats it.

Aht Urhgan Q39 "Because of love"

Client: Kakkakrun

Character

Kakkakurun

Qiqirn of Nashmau. She really doesn't like children and runs away from Lapipi.

Lapipi

A Tarutaru girl who visited Nashmau with her parents for sightseeing.

Nadi Pelyaha

Mithra, who previously lived in Nashmau. It seems she was close to Qiqirn.

Kakakun

Qiqirn, the Imperial City's information broker. She used to work with Kakkakurun.

The Adventurer, seeking a way to bring together Lapipi, who adores Qiqirn, and Kakkaroon, who struggles with children, meets with Nadi Pelyarha. The Adventurer learns that the quickest way is for Lapipi to learn Qiqirn's language. After hearing this from the Adventurer, Kakkaroon gathered the Qiqirn. After learning Qiqirn's language with their guidance and becoming close friends with the Qiqirn, Rapipi tries to get closer to Kakkaroon to build a friendship with him as well.

However, Kakkaroon is terrified and screams, "Kakkaroon! Kakkaroon! Kakkaroon! Mirabibi!!" Kakkarcon ended up fainting. Kakkaroon continues to be frightened. ↓ Until the very end, to Rapipi

Check: Past trauma

Kakkakurun's fear of children stems from an incident that occurred when he lived in the Imperial City. Originally, Kakkakurun and Kakkarun ran an information service together. However, one day, Kakkakurun was suddenly chased by a large group of children. Since then, Kakkakurun, who had developed a strong dislike for children, moved to Nashmau, a town in Qiqirn, to avoid encountering them.

Aht Urhgan Q40 "Tottlun's Treasure Hunt"

Client: Totorun

Character

Totorun

Qiqirn, who adores sweets. He said that he found "amazing, but wonderful, good stuff".

Toturon, having found a truly wonderful treasure, beams with a happy smile. He tells the Adventurer that if they bring something sweet to eat, he will reveal the location of the hidden treasure.

↑ **An Adventurer who prepares sweet food as instructed and learns the location of the hidden treasure.**

Check: Treasure Hunt

The sweet treats Totoroon wants are fruit papamas and dates. After giving Totoroon the fruit and learning where the treasure is hidden, use the scythe at that location to obtain the Synthesis material that Totoroon mentioned. By the way, sometimes using the scythe won't yield the treasure, but instead a Monster with a valuable Item will appear.

Aht Urhgan Q41: "The Annihilation of Trageant"

Client: Tzetserun

Character

Tsetserun

Qiqirn, who operated as a bandit in partnership with Wawalun.

Wawalun

The active bandit Qiqirn. They are based in Aydeewa Subterrane, where ancient ruins remain.

At the request of Tsetserun, who had given up his life of banditry, the Adventurer agreed to help convince Wawalun to stop his criminal activities. Tsetseren prepares a dish called "Special Nabe," which renders the "Treagean Ant"—so important to thieves—unusable, and gives it to the Adventurer. When the Adventurer feeds the Nabe to Wawalun, he suddenly collapses on the spot.

↑ Perhaps the effect of the Nabe was unexpected, as Tsetserun appears shaken upon hearing the report.

Aht Urhgan Q42 "Rain the Sky Doesn't Know About"

Client: Wadaira

Character

Agdean

A young man from Hume who lived in the Imperial City. He left home because he disliked his mother's control.

A woman close to Basima Agdeen. She looks like a Hyum woman, but...?

Wadaira

An aunt who came to Nashmau in search of her son who ran away from home. She's quite headstrong.

Fe·Maksoja

Mithra, who lives in Nashmau. She stops Wadaira as she tries to leave the city.

An Adventurer who, in place of Wadaira, was tasked with finding her son Agdeen and preventing her from venturing into a dangerous location to bring him back after he ran away from home. Based on information from Feh Maxoja, they search Caedarva Mire and soon find Agdeen. He told the Adventurer that he had left home because he hated his mother's restrictions. He then brought his lover, Basima, back to town and announced their marriage in front of his mother. Immediately afterward, Basima's feet change for an instant, revealing her true form as a Lamiae Beastwoman. Aghdeen chased after her as she fled, only to encounter Basima and her fellow Beastmen. Basyima is seriously injured while shielding Agdeen from the attack. Although the Beastmen were defeated by the Adventurer who arrived late, Basweema, in the arms of her beloved Agdeen, Ahgdeen ..... ax. I've always wanted to tell you these words. Basweema: Mr. Basweema: **** /78°C 7 Ahgdeen: I love you more than anyone else in the whole world. Then, he quietly breathed his last. declares his love to Basweema. ↓ At the moment of parting, Agdeen

Check Treasure Ant

According to Tsetserun, the "Treagean Tar" is crucial for Wawalun to continue their banditry. This name evokes the "Treasure Hunter" ability that Adventurers gain when they take on the Thief Job. "Treasure Hunter" is an ability that makes defeated Monsters more likely to drop Items, but the exact nature of "Treagean Ant" remains a mystery to the end.

Check: Quest Reward

When an Adventurer completes a quest, Tsetserun provides a map of Aydeewa Subterrane as a reward. However, Wawalun also possesses this map, and when he eats the pot and is knocked out, the Adventurer could take it away. If the Adventurer takes the map, Zetszeln can't provide another one, so instead, he gives the Adventurer Aht Urhgan bronze coins.

Check: The Lost Basima

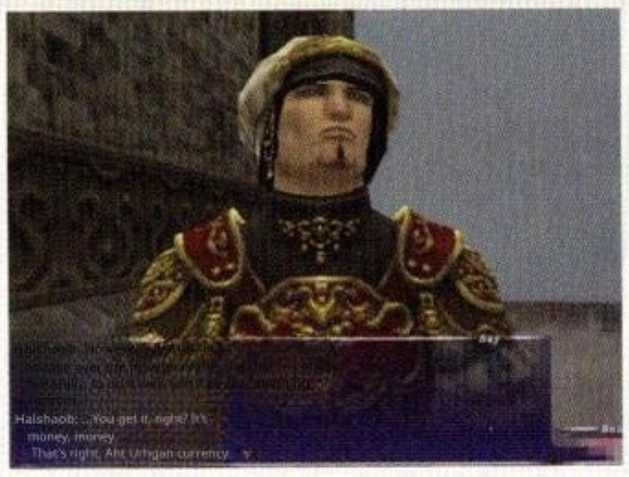
Lamiae charm humans and turn them into living corpses, known as "Cthulhus," to serve as their subordinates. Basyma, too, initially intended to turn Agdeen into a Cthulhu, but as she spent time with him, she gradually came to genuinely care for him. Unable to kill Agdeen and lacking the courage to reveal her true identity to him, Basima struggles with the fact that she has betrayed both her allies and Agdeen. Eventually, she meets a dramatic end.

Column: Quests related to Ashu Talif

In Nashmau, you can take on the following three types of Quests related to the ghost ship Ashu Talif. While each Quest has a different objective, they all share a common goal: to infiltrate Ashu Talif in place of the Imperial Army, subdue ghosts, and collect treasures.

◆ **List of Ashu Talif-related quests**

Quest No.	Quest Name
Aht Urhgan Q43	Ashu Talif Power Reconnaissance
Aht Urhgan Q44	Order to protect the court painter
Aht Urhgan Q45	Order to assassinate the captain of Ashu Talif



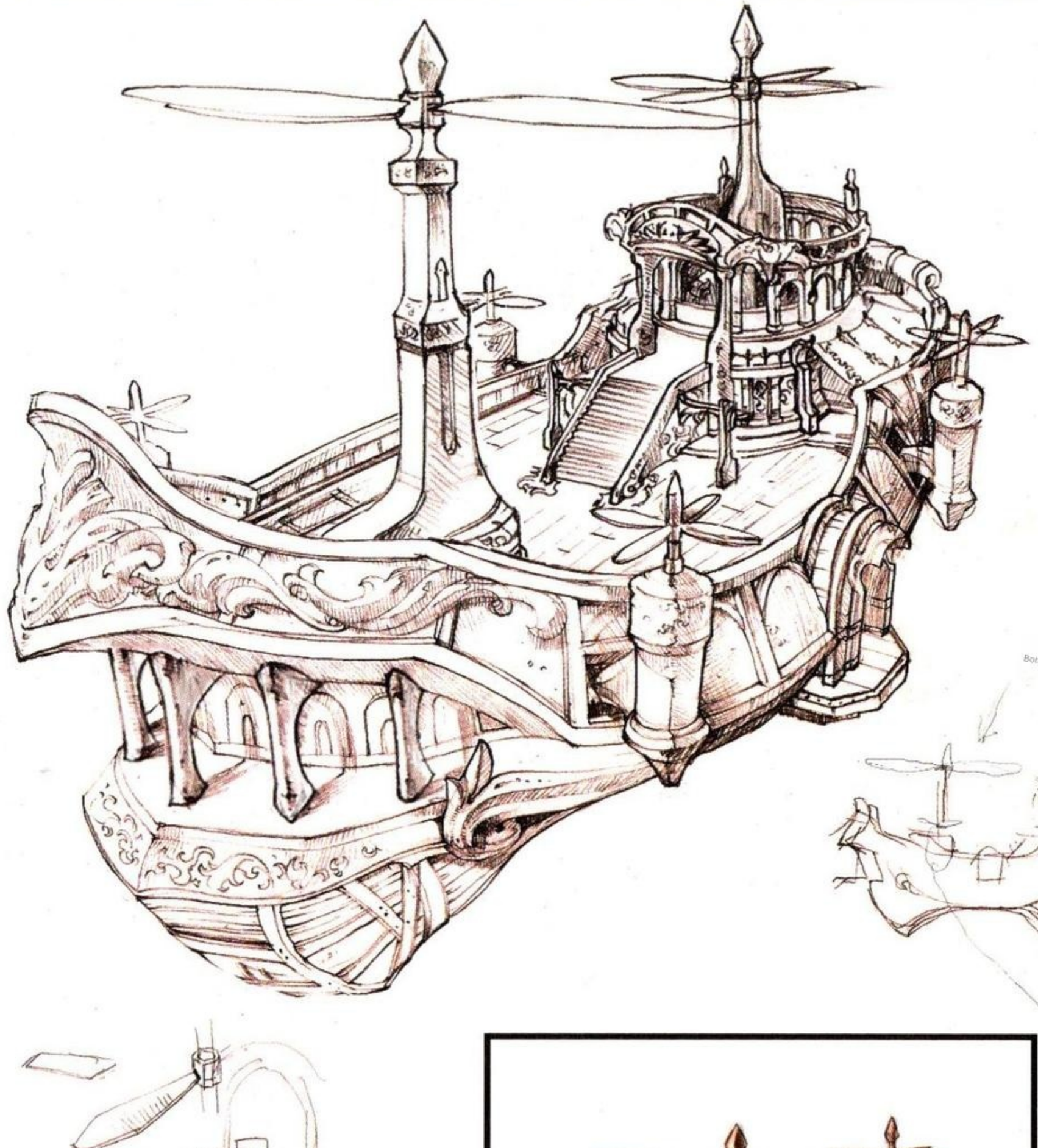
← To start a Quest related to Ashu Talif, you need to pay Aht Urhgan currency to General Harshaub's army.

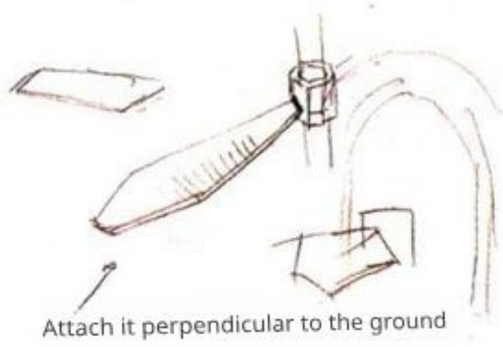
FINAL FANTASY XI

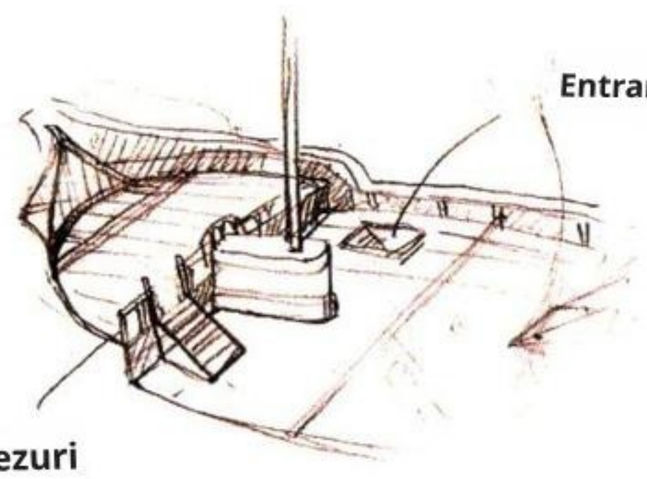
ART GALLERY

Concept Art Gallery

~Vehicles Edition~





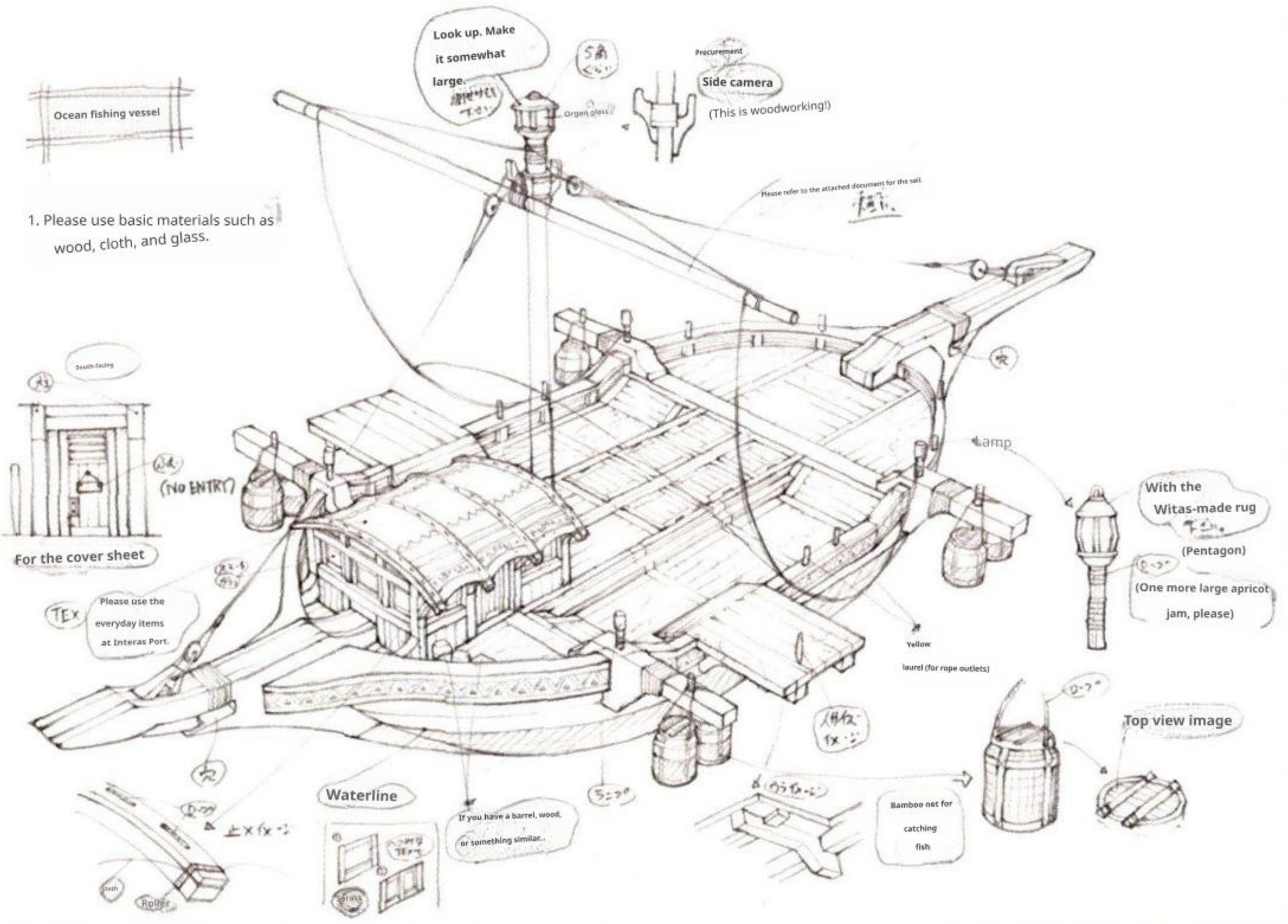


Entrance.

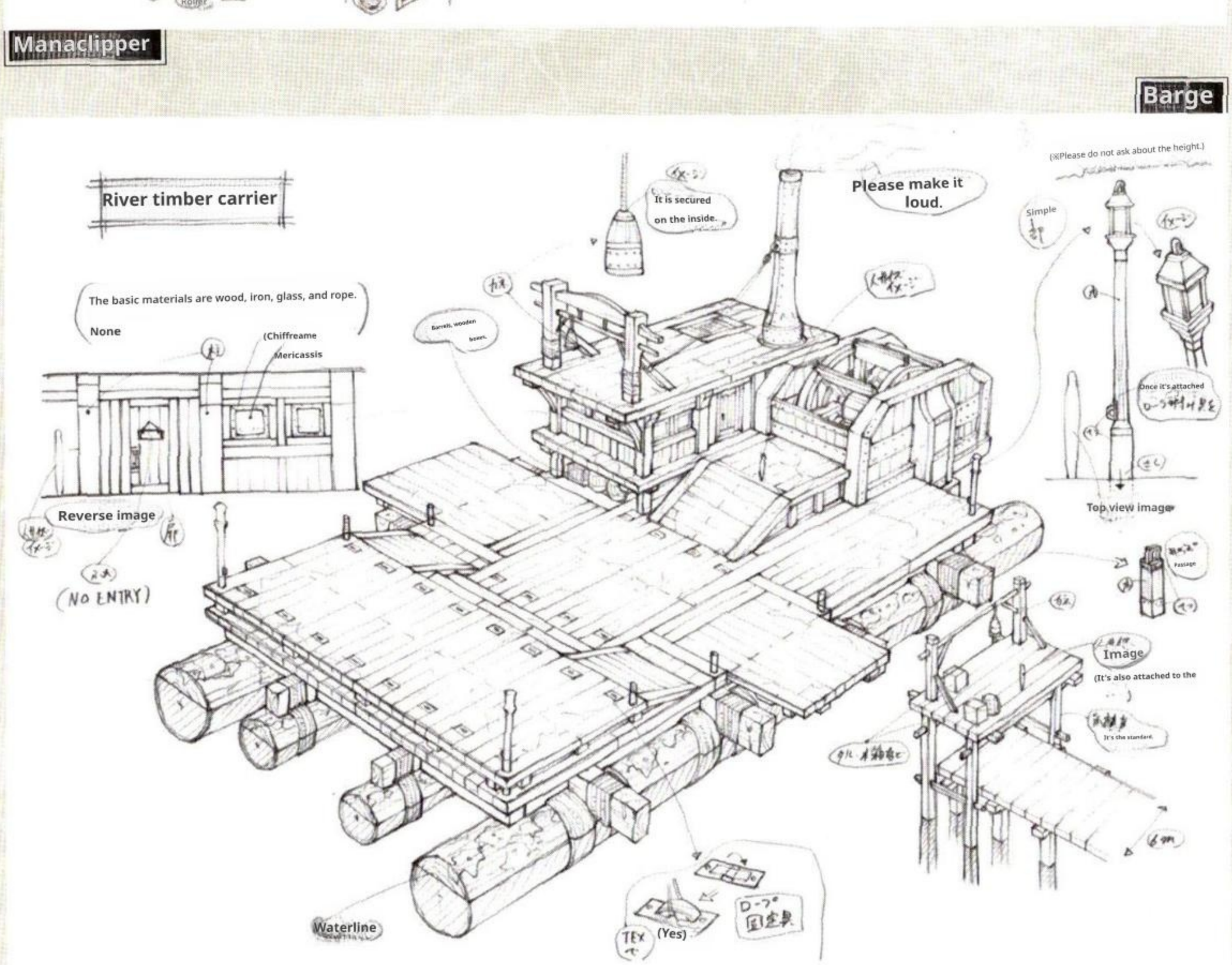
Tezuri

Airship

Manaclipper



Barge



Quest Story Guide

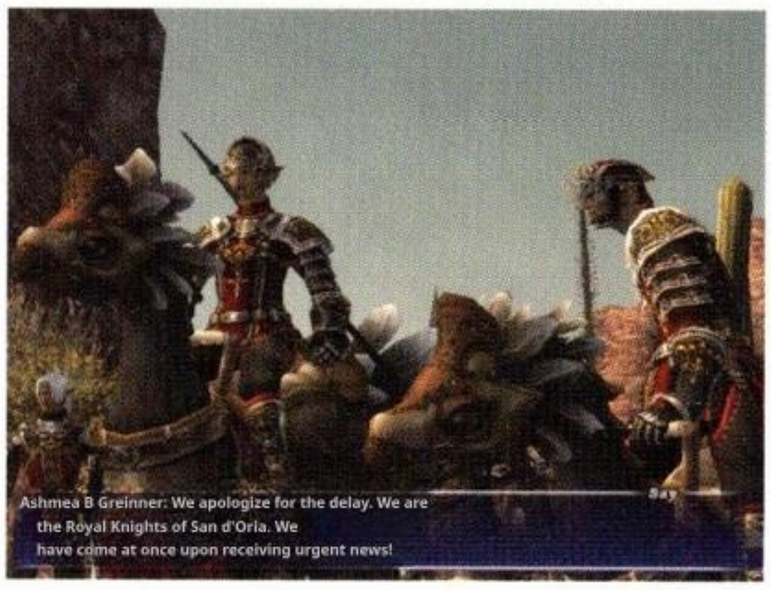
Vana'diel Past Quest

Crystal War

A story that spans two eras

The Crystal War, said to be the largest war in history, is at its core, and most of the Quests in Vana'diel Past are related to that conflict. In particular, the series of Quests that take place in the three kingdoms of Altana in the past can truly be described as a masterpiece that directly portrays the war histories of each nation during the Great War.

A unique aspect of the Vana'diel Past Quests is that the Adventurer travels between the present and the Vana'diel Past, causing changes to history. Another key feature is the ability to see familiar characters from the present in their past incarnations.



← One of the greatest joys is being able to play a part in historical events that will be passed down through the ages.

◆ Vana'diel Past Quest List

No.	Quest Name	Page
01	Royal Knights Admission Exam	P. 375
02	The Boys' Gifts	P.375
03	Operation to Eliminate the Orc Legion	P. 376
04	Gigas Reconnaissance Operation II (Two)	P. 376
05	A small victory, one resolve	P.376
06	Haguroke, Hashishishi	P.377
07	To their respective death grounds	P.377
08	Red and Black	P.378
09	Fisherman's Anchor	P. 378
10	Beauty and the Beast	P. 378
11	4th Republican Legion Enrollment Examination	P. 379
12	Unspoken Agreement	P. 379
13	A Silent Warning	P. 380
14	The Light of Enlightenment	P. 380

No.	Quest Name	Listing page
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South San d'Oria[S] Southern

San d'Oria[S]

Crystal War

Vana'diel Past Q01: "Royal Knights Admission Exam"

Client: Manshreet

Character

Manshrite

A knight of the Iron Ram of the Royal Knights. Adventurers are required to take an entrance exam.

Rongelouts

The captain of the Iron Ram. A self-made soldier who strictly enforces military discipline.

Gea Wolf & Spencer

The individuals involved in the "flying fireball" incident that shook the royal capital. They appear to be researching something by order of the king.

As part of the Iron Ram's entrance exam, Mansh Reet tasked the Adventurer with uncovering the truth behind the "flying fireball" incident. The Adventurer, having found a component in Ronfaure that appears to be the source of the fireball, successfully joins the knight order.

↑ Rongelouts holds off Gea Wolf and his men as they try to force the Iron Ram to hand over the component.

Check: Royal Knight Rongelouts

In the Vana'diel Past, if an Adventurer enlists as a volunteer soldier in San d'Oria, they become a member of the Royal Knights' Iron Ram. Rongelouts, the captain of the Iron Ram, is the same person as the Demon Sergeant Rongelouts of the Salaheem Mercenary Officers' Academy, who appears in Aht Urhgan 034 "Promotion Exam: Second Lieutenant" (→p. 368). Only fragments of the story are known about how he, originally a member of the nobility with a baronet title, fell so low as to become a sergeant for a mercenary dispatch company in the Near East.

Continuous Quest: Vana'diel Past Q02 ▲ Vana'diel Past Q03 ▶ Vana'diel Past Q04 ▶ Vana'diel Past Q05 ▲ Vana'diel Past Q06 ▶ Vana'diel Past Q07

The Boys' War

The members of the "Young Knights Order" stood up for the kingdom, driven by a childlike sense of justice. However, the harsh reality of war inevitably transformed them into adults.

Character

Excenmille

The leader of the Young Knights. He has been at odds with his father ever since an Orc killed his mother.

Rahal

Excenmille's close friend and the deputy leader of the Young Knights.

Altenia

A female knight who watches over Excenmille and the others like a mother.

Alfonimile

The head of the Orsher family. He is also the father of Guxenimill.

Darvieu

A Temple Knight with many suspicious activities, such as holding secret talks with a captive Orc soldier.

Zogbog

An Orc who had been held captive. He tricks an Adventurer and escapes.

Vana'diel Past Q02 "The Boys' Gift"

Client: Excenmille

Passing through the alleys of San d'Orian, the Adventurer was tricked by an Orc prisoner who was secretly talking with Knight Dalvieu, and ended up letting the Orc escape. Amid the commotion of the escape, the Adventurer encountered Excenmille and the young knights, along with Artenia, who was watching over them. The boys instructed him to deliver a golden feather talisman to a leading knight in the royal army.

↑ Concerned about the Young Knights, Altenia asks the Adventurer to become their guardian.

Check: The Young Knights

The Young Knights are a group of eight boys who formed a group with the ideal of "not leaving it to selfish adults alone, but protecting the country themselves." Moreover, their ideals are largely rooted in a spirit of rebellion against adults.

Check: The valiant general Excenmille

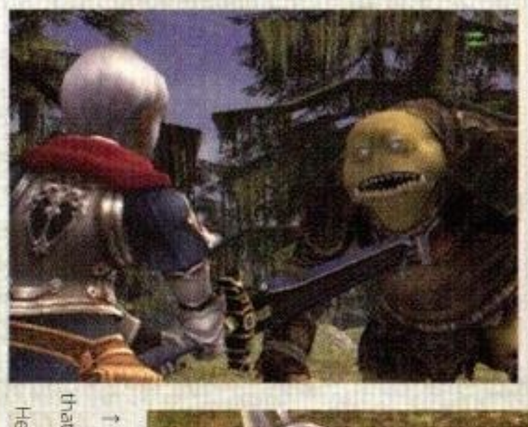
Excenmille is renowned in modern times as a valiant knight. He was a warrior who fought on numerous battlefields during The Crystal War, and is said to have spent 20 years after the war subduing Orcs.

Next Page

Vana'diel Past Q03: "Operation to Eliminate the Orc Legion"

Client: Altenia

The main force of the Orc army is stationed in the western part of Batallia Downs. Having obtained this information, Excenmille and his party headed out to deal with the Orcs, leaving Altenia's concerns behind. While following them through the Jugner Forest, the Adventurer found Zogbog, an Orc prisoner who had previously escaped, along with Excenmille, who was being attacked by him. Excenmille thanked the Adventurer, who had fended off the Orcs under Zogbog's command, even as he spoke with a hint of resentment.



know Nimur, is exasperated, fled. Jigbog, who seems to He spat out those words and

↑ When Altenia rushed over, she found that Excenmille had lost his mother He tells the Adventurer about the truth.

Check Zogbog's suspicious behavior

Zogbog, who had deceived an Adventurer to escape from prison, upon confirming Excenmille's name and appearance, shouted, "I've finally found you!" and went so far as to call him "our enemy." However, at this point, Excenmille had not yet seen combat, and he didn't have enough experience fighting Orcs to be considered an enemy. Nevertheless, there seems to be some deeper reason why Zogbog views Excenmille as an enemy.

Check: Altenia issues a warning

Having learned from the Adventurer that Zogbog had been in secret talks with the Temple Knight Dalvieu just before his prison escape, Altenia had since been suspicious of Dalvieu and had been keeping a close eye on his movements. Then, just before the expedition, she informs the Adventurer that Darvieu has been repeatedly going out for unknown reasons, and advises him to be wary of the knight.

Vana'diel Past Q04 "Gigas Reconnaissance Operation II (Two)"

Client: Excenmille

Related: San d'Oria Q54 "A Holiday at Chateau d'Oraguille" (→P.246)

Character

Filiure

Deputy Commander of the Royal Guard. Halver's close friend, and also close to Altenia.

Halver

The head of the Borel family and Altenia's older brother. He dotes on his younger sister.

An Adventurer visiting the Arc de Triomphe in South San d'Oria encountered Altenia as she was being seen off by Filliule and was about to depart on an expedition. Altenia entrusts the Adventurer with the Young Knights and warns him to be wary of Darvieu's movements. Meanwhile, Excenmille, under the guise of scouting Vunkerl Inlet, was enjoying a game of fishing with the Gigas Champion.

↑ Halver, thinking it better than letting his beloved younger sister, Altenia, go into a death zone, decides to set out himself.

Check: Dalvieu's scheme

When Dalvieu attempts to eliminate Altenia, who has discovered his betrayal, he explains that he conspired with the Orcs "to restore San d'Oria to its rightful state." At that time, only about 50 years had passed since the end of the 100-year period of civil strife known as the Age of Two Dynasties (→P.52). As a result, the "Eastern Royalists" persisted, asserting the legitimacy of the defunct Eastern Kingdom of San d'Oria and aiming to remove the current royal family, which descended from the Western Kingdom of San d'Oria. Dallvieu was one of them, and he had commissioned the Orc to assassinate King Destin.

Vana'diel Past Q05 "A Small Victory, One Resolution" Client: Rahal

Through the eavesdropping link pearl hidden in the golden feather that the Adventurer had collected, Excenmille and the others learned that Altenia's unit had been ambushed by Orcs and that she had been taken prisoner. Furthermore, it was also revealed that Darvieu was colluding with the Orcs. Excenmille, fearing that Altania would be in danger if she learned of the betrayal, sets off alone for Jugner Forest.

The Adventurer rushed to the scene and, along with Excenmille, whom he caught up with, defeated Darvieu and the Orc, and rescued Altenia. But before they could celebrate, the main force of the Orc army appeared. Excenmille spotted the man who had killed his mother among that unit, but fear paralyzed him, leaving him with no choice but to hide. "I need courage," he thought, and so he asked his father, Alfonimile, who had rushed to the rescue, to let him join the expedition. Excenmille, frozen in place.)↓ The Orc commander who killed his mother

Check Excenmille's resolve

Having been rescued by an Adventurer, Excenmille spots General Dogvdegg, his mother's nemesis, among the main Orc forces he encounters. However, he was paralyzed with fear and couldn't move, allowing his enemy to escape. After that, Excenmille asks his father, Alfonimile, whom he dislikes, to take him to the battlefield, saying, "I need courage and strategy so I don't break down when facing the enemy." Accepting his son's resolve, his father takes Excenmille along to his first battle.

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Vana'diel Past Q06 "Feather Strike, Eagle Lion"

Client: Rahal

Character

Veranis

A kind-hearted knight from the Iron Ram who visited the camp of the Young Knights.

Rongelouts

The commander of the Iron Ram. They seek to seize the boys' "base."

Upon returning from an expedition, Exeminil announced the disbandment of the Boy Knights' Order to Deputy Commander Rahal and the others. Then, with the Adventurer and Altenia seeing him off, he sets out with his father to provide aid to Tavnazia.

Meanwhile, Rahal and the others were being pressured by Veranis and Rongelouts to hand over the Orc war chariot that served as the base for the Boy Knights. The boys, who had created a fake with the help of an Adventurer, accidentally learn that the Iron Ram is heading for the Garlaige Citadel.

↓ Children are ultimately a burden
And so—amidst the harsh reality of the battlefield
Excenmille speaks in between.

Having given up on Eggenemil,
Rahal says he will form a new
"Eagle and Lion Knights Order."

Vana'diel Past Q07: To each one's place of death

Client: Dioldin

Character

Diordein

A knight stationed at the Garlaige Citadel. He is close to Veranis.

When the Adventurer visited the Garlaige Citadel, they found Rahal and his companions there, having been brought to the citadel through Veranis's influence. Immediately afterward, Beastmen soldiers emerge from the Beastmen siege weapon recovered the other day. The Adventurer, tasked by Diordein to check on Veranis, defeated the Zogbogs that had been hiding within the weapon. However, while shielding Rahal, who had been caught in the battle, Veranis was seriously injured and fell to the ground.

the death of Egse Tavelanis.
Rahal, who was defeated, caused
He recalls Nimir's words.

↑ At about the same time, Excenmille, who was on an expedition, was also gazing up at the sky, thinking of his comrades.

The Boys' War: To be continued (-P.447)

Check Excenmille's thoughts

Excenmille declared the disbandment of the Young Knights with Rahal and the others in mind. On his first battlefield, Excenmille witnessed the harsh reality of war and realized the limits of what children can do. That's why he firmly announced the disbandment, so that Rahal and the others would no longer be involved in war.

■Check Beastmen's siege weapons

Veranis and Rongelouts arrive to seize the Orc tank that the boys have painstakingly restored and are using as a base, but in the end, they don't take it with them. According to what they said at the time, the Boy Knights were planning to use the Orc tank to conduct a mock battle against the Beastman Confederate's prized siege weapon, the Sea Turret. However, upon learning that the Sea Turret, which had been abandoned intact, had been housed in the Garlaige Citadel, Rongelouts set off to the citadel to see it for himself. Having overheard this information by chance, Rahal and his companions decide to head for the Garlaige Citadel.

Check: Words from a close friend

After the death of Veranis, Rahal returns to the royal capital and tells the Adventurer that he wants to speak with Excenmille. This was because he believed his childish sense of justice had led to Veranis's death, and he keenly felt the truth in Egzeminil's words: "In the end, children are a burden." Then, Rahal directly requests Rongelouts to allow him to join the Iron Ram, so that he can become an adult and truly fight for his country.

Column: Stories unfolding in the three kingdoms of Vana'diel Past

In addition to the Quest series "The War of the Boys" featured on pages 375–377, the Vana'diel Past realms of San d'Oria, Bastok, and Windurst each have their own main story Quest series. These Quests are not only required to progress through the Wings of the Goddess Mission (→P.208), but they also complement the Wings of the Goddess story by depicting the situation in the Altana Tri-Nations during The Crystal War. It should be noted that as of April 2009, these quest series were not yet complete, and a sequel is eagerly awaited.

← The main historical event depicted in the San d'Orian Quest of the past is the "Fall of the Marquisate of Tavnazia."

Vana'diel Past Q08: "Red and Black"

Client: Wyatt

Related: San d'Oria Q21 "Atelune's Troubles" (→P.236)

Character

Wyatt

An armor merchant from Jeuno. He's plotting to make a quick profit by buying up all the materials used to develop armor.

Wyatt's request is to collect the forewings of ladybugs, which will be used to develop a new type of armor. Adventurers hunt ladybugs in places like Ronfaure Forest.

↑ **Ladybugs, with their red and black markings, inhabit places like the ancient Ronfaure.**

Vana'diel Past Q09 "The Fisherman's Anchor"

Client: Terid

Related: San d'Oria Q43 "Secret Ingredient for Bean Dishes" (→P.243)

Character

Terid

A man who is considering quitting his job as a fisherman to open a tavern. He's currently working on a bean dish that will become the shop's signature item.

Terid, whom the Adventurer met in South San d'Oria, asks the Adventurer to bring the perfect seasoning for bean dishes. When he tried the salt from Lake Lufé that the Adventurer had brought, he was pleased with its taste.

↑ **Nogel and Andrenaut, two children who live nearby, happily enjoy the finished bean dish.**

Vana'diel Past Q10: "Beauty and the Beast"

Client: Niche

Character

Niche

A young man studying history in South San d'Oria. He is interested in the legend of the Dragon God.

Alevat

A mysterious girl who lives in Grauberg. She is said to be the incarnation of the Dragon God, but?

The Adventurer spoke to Nische, a scholar who was troubled by something. It seems he wants to uncover the truth behind the legend of the Dragon God that lingers in Grauberg. The Adventurer and Nische immediately head to the location, where they witness a giant dragon, the girl Alevat, and a messenger from the Near East. From the conversation between the messenger and the girl, Nische becomes convinced that she is the Awakening of the Gods. Nische, believing that the Dragon God's protection was essential for humanity amid the turmoil of The Crystal War, sought Alevat's cooperation. However, the envoy from the Near East was trying to summon her back to the Aradjiah Continent.

To keep Alevat with them, Nische seeks out the offerings she prefers from ancient texts and attempts to present them to her. However, at that moment, a large horde of Quadav suddenly appeared and attacked Alevat. Ignoring the Near Eastern messenger who flees in self-preservation, Nische and the Adventurer fight to protect Alevat. Recognizing their genuine righteousness, she transformed into the True Dragon Ozmank, and defeated the Quadav army. She declines the invitations of the Near Eastern envoys and pledges to join forces with Nische, becoming an ally of humanity. ↑ After acknowledging Nische, Alevat transformed into a True Dragon and swiftly annihilated Quadav and his forces.

Check: Extinct ladybug

"Red and Black" appears to be a simple Quest where you simply deliver the desired Item to the client and receive a reward. However, as you progress through the sequel, San d'Oria Q21 "Atelune's Troubles" (→P.236), that impression shifts dramatically. According to Aterune, during the Crystal War, there were those who, muttering "Red and Black...," indiscriminately hunted Ladybugs, and this is what led to their extinction in the present day. In other words, it's possible to view the many Adventurers who accepted Wyatt's request as the ones responsible for the Ladybugs' extinction.

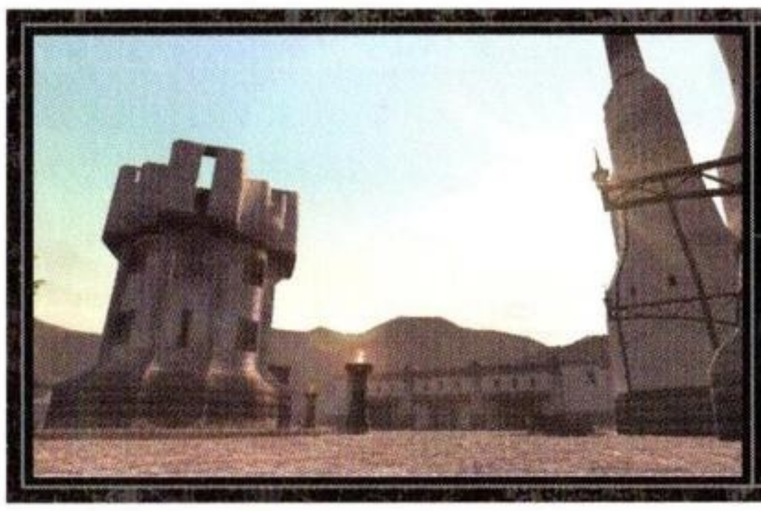
Check The dragon that crossed the ocean

The dragon god Alevat originally lived in the Near East and was known as the evil dragon Ozmank. After relocating from the Near East to Grauberg on the Quon Continent, she is said to have made a pact with the warrior Andurion, who ruled this land, promising to protect his family. Incidentally, it is revealed during the Quest that Nietzsche is a descendant of Andurion.

Check: The true nature of the offering

According to ancient documents, the offering presented to Alevat was "armor, but not of steel. It seems to prefer a hard bed that is not made of iron, and finds peace and security by resting within it." During the Quest, two things appear as the true nature of this offering. One is a Yoroi insect that lives on the shell of a Quadav, and the other is a human's "righteous soul." In short, the correct offering is the Yoroi insect. While Alevat checks for "righteousness" as a prerequisite for entering a contract, it seems that armored insects are simply a favorite of his. In reality, Alevat appears pleased with the Armored Insect that Nietzsche and the Adventurer have prepared.

↑ **Alevat, having picked up the Armored Insect, slowly brings it to his mouth...**



QUEST STORY GUIDE

Bastok Markets[S]

Crystal War

Vana'diel Past Q11: "4th Republican Legion Enrollment Exam"

Client: Adelbrecht

Character

Adelbrecht

A member of the 7th Independent Squadron of the 4th Republican Legion. Recruits Adventurers to join the corps.

Zazarg

The commander of the 7th Independent Squadron, leading a force of a thousand. A bold and easygoing Galka warrior.

The Adventurer, who had enlisted in the 4th Republican Legion, was tasked by Adelbrecht with delivering a package to the Watchtower. The Adventurer successfully delivered the package, but then became entangled in an incident at another watchtower where Quadav stole confidential documents.

↓ Zazarg, who rushed to the scene, said Approval is granted for the individual to enlist. The adventurer who recovered the document and cooperated

Check: Chivalrous General Zazarg

The Thousand Men Commander Zazarg featured in this Quest is the same individual who serves as the Earthserpent General, one of The Serpent Generals, in the Empire of Aht Urhgan in the Near East. The story of how he rose to prominence in Aht Urhgan is told in Aht Urhgan Q25, "The Earth-Biting Fist" (→P.365).

Continuous Quest: Vana'diel Past Q12 ▶ Vana'diel Past Q13 ▶ Vana'diel Past Q14 ▶ Vana'diel Past Q15 ▶ Vana'diel Past Q16 ▶ Vana'diel Past Q17

Ignorance and hatred

The Republic of Bastok, caught in the midst of The Crystal War. With the threat of the Beastmen on the outside and racial strife on the inside, the Mithril Musketeers are fighting to overcome the nation's troubles both at home and abroad.

Character

Klara

A female captain of the Mythril Musketeers who enjoys the president's strong trust. She leads the corps with fairness and a strong sense of responsibility.

Volker

One of the Mithril Musketeers. She later becomes the Musketeer captain, but currently lacks significant experience.

Zaid

Galka, the Dark Knight of the Mythril Musketeers. He tends to be misunderstood because he speaks only when necessary.

Nicolaus

A military strategist who serves as the brains of the Mythril Musketeers.

Five Moons

Garka of the Mithril Musketeers. He is close to Folker.

Ardelt

The army's chief of staff and a classmate of Nicolaus. Her nickname is Heidi.

Vana'diel Past Q12: The Silent Contract

Client: Wolfram

Character

Wolfram

A man who was attacked by someone in North Gustaberg. He entrusts a bundle of beast fur to the Adventurer.

Berner

The Bastokan Minister of Military Affairs. He is at odds with Pale Eagle's Defense Chairman.

The Adventurer, who accidentally came to the aid of the critically injured Wolfram, agrees to his request and delivers the bundle of beast fur to a man named Engelhart. Engelhardt then introduced the Adventurer to the Bernese Minister of Military Affairs and coerced him into collaborating on a classified mission led by the Minister.

↓ By chance, the Adventurer And so, he finds himself caught up in a political conflict.

Check: Minister of Military Affairs Berner

Berner, who appears here, is the minister who oversees the Ministry of Military Affairs, one of the Republic's ministries. The Ministry of Military Affairs oversees the entire Republic Army, but actual military operations require approval from the Republic Defense Council. However, Galka's Pale Eagle, who chairs the Defense Council, often clashes with Berner over strategic policies and other matters. This conflict is deeply rooted, fueled by the interracial rivalry between Hume and Galka. Throughout the Quest, Galka appears, tailing Berner and even forcing a letter into the Adventurer's hands, warning the minister to step down from his duties.

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Vana'diel Past Q13 **"A Silent Warning"**

Client: Engelhart

Related: Bastok M7-2 "Where Everyone Went" (→P.85)

Character

Engelhart

The liaison who coordinated meetings between Wolfram, the Adventurer, and Berner.

Pleen

President of the Republic of Bastok. He originally ran a private school and worked as a teacher.

Werei

An elder who commands the respect of Garka and the others. It seems he's planning a civil war, but...?

Gumbah

He lives with Werei, and there are rumors that he is collaborating with him in the civil war.

Engelhardt assigns the Adventurer to investigate Werei and Gumbah, who are suspected of preparing for civil war. The two claim the rumors of civil war are nonsense, but the Adventurer discovers a large quantity of weapons in the Grauberg cave where they were secretly meeting. When the military police enter the cave, they capture Werei and the others who had arrived. When the Adventurer returned to report on the investigation, the capital was in an uproar. It seems that Minister Berner was assassinated by an unknown individual at the Metalworks.

↑ In the mountains of Louberg, a large number of Werei and Gumbah are... They were burying the armor.

↑ The Mythril Musketeers and President Pleen arrive at the scene of Berner's assassination.

Vana'diel Past Q14: "The Light of Clarification"

Client: Gentletiger

Character

Gentle Tiger

A guard at Metalworks. He testified that he didn't let anyone into the workshop during the incident.

Pugdako

A boy from Galka. After the incident, he snuck past the guards and entered the assassination scene.

According to the guard Jentl Tiger, Berner's assassination took place in a completely sealed room. Nicolaus and the Mythril Musketeers work to unravel the mystery of the sealed room, but they see no breakthrough. At that moment, the Adventurer, guided by the advice of the Galka boy Pagdaco, who had entered the assassination scene through a ventilation shaft, and San d'Orian Vice-Admiral Durel, who had rescued Quadav from capture, realized that the assassin was the Beastman Tonberry. He demonstrates the method in front of the Musketeer Corps. ↓ At Metalworks, the Adventurer meets the Musketeer

overheard the conversation about the corps meets Delhite. Ah, who

Vana'diel Past Q15 **"New Suspicions"**

Client: Gentle Tiger

The Mythril Musketeers question the Adventurer involved in the incident about their relationship with Minister Berner. It seems the minister had hired a mercenary organization and was plotting something. The Adventurer, who investigated the organization, discovers that the Minister was advancing a plan to use Galka's enemy, Antica. Immediately afterward, Pale Eagle was caught as the mastermind behind the assassination.

↑ At the Mercenary organization's hideout, the Adventurer and the Foulcar team learn about the Minister's plan.

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Check: The Assassination of Berner's Minister of Military Affairs

The assassination of the Bernian Minister of Military Affairs was such a significant event that it would be talked about for generations to come. The Adventurer becomes directly involved in this locked-room murder case, the truth of which is already known in the present day. At the same time, through the minister's assassination, they also encounter members of the Mythril Musketeers from the time of The Crystal War. In particular, you'll get a close-up look at the young and energetic Volker, as well as Zaid, who remains as composed as he is today.

Check: Have you seen the Chief of Staff?

Ahr Delheit, who appears in this Quest, is a talented woman who serves as the Chief of Staff of the military. Intrigued by the mystery of the locked room, she puts her military duties aside and dives headfirst into the case.

Check: Clues to the Solution

First, the key to solving the case lies in Pugdaco's actions when he infiltrated the heavily secured Metalworks. The small figure claims to have entered the Grand Workshop through a ventilation shaft. Then, Sir Durell, whom he meets next, testifies that Tonberry assassinated a prominent member of the Knights Order in San d'Oria. He further notes that the wound on the victim from that incident is identical to the one that caused Minister Berna I's death. Based on this information, the Adventurer proves that Tonberry, the assassin, committed the crime.

Check: Minister Berner's Plan

Upon learning of Minister Berner's plan, the Adventurer, Falker, and the others are met at Metalworks by President Pleen and Chairman Pale Eagle. The latter two reveal that they had previously approached the Minister about executing the plan, and they share its details. Berner's plan was to develop a tool to control the Beastmen of Antica and incorporate them into the Bastokan military. However, not only did the plan have many uncertainties, but it also went against Galka's feelings by allying with their enemy Antica, who had driven them from their homeland, Zepwell Island. Pleen and Pale Eagle, who prioritize interracial harmony, rejected Berner's plan. However, it appears that the minister continued to pursue the plan independently thereafter.

Vana'diel Past Q16: "Where the Turmoil Went"

Client: Klara

Character

Pale Eagle

Chairman of the Republic's Defense Council. He is gaining support from the people of Galka.

Derek Karst

Bastokan Minister of Mining. Pale Eagle is charged with the crime.

Upon learning of Chairman Pale Eagle's detention, the Galka uprising was quelled, and the musketeer Five Moons, who instigated the uprising, was arrested. – Later, while meeting with the Chairperson, Minister of Mining Derek Kalst is attacked by Tonberry's assassin, and the Chairperson is seriously injured while shielding the Minister. As the situation grew more uncertain, Adventurers and the Mythril Musketeers received reports of Five Moons' escape.

↑ Zaid, who is also from Garca, captures Five Moons.

Vana'diel Past Q17 "Flames of Oblivion"

Klara

Incited by the escaped Five Moons, the Galka people rose in rebellion. The Galkans were closing in on Metalworks, the heart of the country, when suddenly an urgent report came in that a large army from Quadav was attacking the capital. Despite the Galka's valiant efforts, they were powerless against the enemy's siege engines. The Adventurer, who had been asked by Klara to help turn the tide, successfully destroyed the siege engines alongside Adelheit. Furthermore, Hume and the Garka fought together, forcing Quadav's army to retreat.

↓ The Garka who occupied the city. Then, the Quadav army surged forward.

↑ To Adelheit and the Adventurer The siege engines are destroyed.

Ignorance and hatred to be continued (-P. 448)

Vana'diel Past Q18 The Sound of Smithing

Client: Scard Shark

Character

Scard Shark

A Galka mercenary. He feels threatened by Quadav's new armor.

Gemp

A smithing craftsman and mercenary who works at the munitions factory. He seems interested in the new armor.

Wise Owl

Gemp's colleague. Currently seeking a way to counter Quadav's new armor.

As the Adventurer and Scarred Shark were discussing Quadav's new armor, which can even deflect bullets, Gemp and Wise Aul arrived. The two say they want to study the new armor and ask the Adventurer to seize the new armor itself.

↑ After examining the actual new armor, Gemp and the others became engrossed in discussing its structure and how to counter it.

Check Five Moons' incitement

Five Moons, a member of the Mithril Riflemen, had long been angered by the racial discrimination against the Hume people. Then, upon learning that the Chairman of Pale Eagle, whom he revered, had been detained, his frustration erupted. He gathered his comrades and attempted an uprising. Behind this is the novel "Black Iron Whirlwind," which portrays a Galka hero, and Five Moons and his followers are acting as if they were the novel's protagonist.

Check: The response of Galka's influential figures

In response to Five Moons' incitement, many Galkans join him, but Zaid, Werei, and Gumbah react calmly. Zaid believes that actions like riots only harm Galka's standing, so he swiftly suppresses the uprising. Werei and Gumbah, who had previously been accused of rebellion, had been cleared of all charges by this point. However, they paid no heed to the false accusations and convinced Five Moons, who was encouraging support for the uprising, that "there are other enemies to fight."

Check: The aftermath of the rebellion

With the rebellion subsiding and the Quadav army driven back, the current unrest appears to have come to a tentative end. Then, President Plin officially announced that the assassination of Minister Berna was carried out by the Beastman Confederate, similar to the assassinations of foreign dignitaries, thereby declaring Speaker Pale Eagle innocent. Furthermore, Five Moons, who instigated the rebellion, will be placed in the custody of the Mythril Musketeers.

Check: The Smiths' Subsequent Lives

Gemp and Wise Owl can also be found in the Smithing Guild in modern-day Bastok. Gemp, in particular, has risen to become Guildmaster as an armor craftsman who made significant contributions during The Crystal War, both in developing and maintaining armor.

QUEST STORY GUIDE

Windurst Waters[S]

Crystal War

Vana'diel Past Q19: "Cobra Unit Recruitment Test"

Client: Mia Liu

Character

Mia Liu

The somewhat short-tempered Mercenary squad leader of the Cobra Unit. Adventurers must pass an entrance exam.

Romaa Mihgo

The leader of the Cobra Unit. She is known for being particularly strict, even among the Mithra Mercenaries.

Seeking work as a Mercenary, the Adventurer applies to Mia Liu to join the Cobra Unit. Then, she tests the Adventurer's skills with a task: placing a "Zonpa-Zippa All-Purpose Magic Seal" on the Magic Tower of Sarutabaruta.

↓ Adventurer accepted into the group is the leader, Romaa Mihgo and they are introduced.

Check: Venomous Roma

Komar Migo is a formidable leader of the Cobra Unit, which is known for being particularly ruthless among the many Mercenary units. After the war, she became the chief of Kazham. In the present day, she has passed that role on to Jakoh Wahcondalo and is enjoying retirement. However, in the present day, Komar lacks the spiritedness she had during the Crystal War and instead gives off a rather cold impression. Behind this change are diplomatic issues between Kazham and Windurst, but there seems to be more to it than that?

Continuous Quest: Vana'diel Past Q20 ▶ Vana'diel Past Q21 ▶ Vana'diel Past Q22 ▶ Vana'diel Past Q23 ▶ Vana'diel Past Q24 ▶ Vana'diel Past Q25

The Land of Magic and the Daughters of Mother Nature

In the early stages of The Crystal War, the Magic Kingdom of U Indus faced a direct invasion of the Holy City and was on the verge of complete exhaustion. To save the country, Mithra mercenaries gather from the south.

Character

Romaa Mihgo

The leader of the Cobra Unit, one of the veteran mercenary units.

Pery Vashai

The leader of the Anaconda Mercenary Corps, Mithra's oldest mercenary group.

Gio Morcott

The leader of the Mercenary Corps "Tiger Force," which came from the Olzhirya Continent.

Robel Akbel

The Grand Chancellor, the supreme commander of the Federation of Windurst's army. He is said to be a ruthless and belligerent individual.

Leco Habokka

A man from Mithra who is a friend of Rober Ackbar. It seems he was invited to serve as an operations officer.

Camarod Miro

Commander of the Federation of Windurst's Centaur Combat Mage Corps. Has animosity toward Roberak Bel.

Vana'diel Past Q20 "Fetal Movement: The Maiden with Fangs"

Client: Dea Planadre

Character

Dea Planadre

A member of the Cobra Unit. She is always at the Mercenary Corps headquarters, "Fang's Hall."

Ajido-Marujido

A student attending the Magic School. He claims to have seen the eerie shadow of Yagudo.

Koru-Moru

The principal of the Magic School. He's having a hard time dealing with Ajido-Marujido.

When the Adventurer visited Fang's Hall, the Cobra Unit was hosting the "Tiger Force" led by Gio Malkott. Then Ajido-Marujido appears and says that Yagudo is plotting something at Fort Karugo-Narugo.

↑ **Ajido-Marujido tries to join the Mercenary group, but Koru-Moru catches him.**

Check The ominous shadow the boy saw

While observing comets from the school's rooftop, the young Ajido-Marujido reportedly spotted the shadow of a large Yagudo gliding over the Windurstian skies toward Fort Karugo-Narugo. Similarly, Dea Prandré had received a report stating, "We saw a sinister Yagudo near Castle Oztroja." Upon hearing this information, Romaa Mihgo mobilizes the Cobra Unit and the newly arrived Beast Tiger Unit, and they set out for Fort Karugo-Narugo.

Next Page

Vana'diel Past Q21: "The Onslaught of Calamitous Darkness"

Client: Dea Plandre

Upon learning that Ajido-Marujido had slipped out of school and headed for Fort Karugo-Narugo, the Adventurer followed in his wake to protect him. The Adventurer finds Ajido-Marujido in the wilderness near the fort, but when the Mithra Mercenaries rush to help, they too are surrounded by the Yagudo army. It was Windurst's Grand Chancellor, Kuchibell Akbel, who rescued them from their plight.

↑ **Roberakbel wields powerful Magic, effortlessly wiping out Yagudo's forces.**

Check: The Grand Chancellor appears

Grand Chancellor Roberakbel is a man of many mysteries. He hides his face with black bandages, and his true identity remains unclear. Furthermore, while he devotes his life to defending Windurst, he appears to have a separate agenda. In fact, during the Quest, after the battle at Fort Karugo-Narugo, we see Roberakbel meeting a mysterious figure who is humming the "Heretical Prophecy" (→P.212).

Vana'diel Past Q22 "Messenger of Sorrow"

Client: Mar Migo

Character

Tyr Miduli & Mille Pacolma

A young duo from the Cobra Unit. They still lack experience and are risky.

Rashmus

A scout from San d'Orian. They managed to seize Yagudo's secret document, but...?

Joseano

A monk and friend of Rashmas. Possesses extensive knowledge of the Beastmen.

Leda Vox

The Goblin who serves as Joseano's companion. His profession is interpreting between humans and Beastmen.

After completing their duties as escorts for Koru-Muru on a trip to Jeuno, Teal and Mil, along with an Adventurer who had been asked by Romaa Mihgo to check on them, decided to help the knight Rashmas, whom they had met by chance. After the group had retrieved the Yagudo secret letter that had been stolen from him, Rashmas introduced them to the cleric Joseano, who lived in the royal capital, and asked his partner, Leadavox, to decipher the letter. The secret letter stated that the Yagudo army was actively planning an attack on Windurst using Magic-resistant equipment.

Knight Rashmus and the others, to send reinforcements to Nandas, ↓ He promised to appeal to the Order.

Check: The Confederation's Strategy

In this Quest, the Windurst army executes two operations concurrently with the Adventurers' actions. The first strategy is to request reinforcements from the Knights of San d'Oria. The other is a surprise attack on Castle Oztroja by Belakbel himself. Then, as a supporting force for the surprise attack, Roberakbel assigned the Cobra Unit and the Fierce Tigers to Morodimilo, instructing them to defend Fort Karugo-Narugo. Later, when the Adventurers visit San d'Oria, they encounter the Windurstian envoy Patnaotna, who informs them that negotiations to dispatch reinforcements have failed.

Vana'diel Past Q23 "The Advent of the Strange One"

Client: Romaa Mihgo

When the Adventurer visited Fort Karugo-Narugo, the Fierce Tiger Corps had already departed on the orders of Camoro Damilo, who had falsely claimed to speak for the Star Sibyl, leaving the fort with a weakened garrison. Upon hearing about the secret letter from the Adventurer, Romaa Mihgo sensed the impending crisis. He rushed to Castle Oztroja to inform Roberakbel and the Fierce Tigers of its contents. Realizing Yagudo's plan, Roberakbel leads everyone back to the castle fortress. Soon after, Yagudo's demon-resistant unit launched a fierce attack, bringing Fort Karugo-Narugo to the brink of collapse. However, at that moment, the Knights of San d'Oria arrive, persuaded by Rash Mas and his companions. Having reversed their disadvantage, Roberakbel realized this was a grand diversionary tactic, and that Yagudo's true aim was to invade the Holy City. Amid the chaos of the battle at Windurst Castle, the Adventurer, who had been asked to ambush the enemy forces heading for the Holy City, fought accompanied by the Grand Chancellor, appeared. The army successfully defended the Holy City.

valiantly. Then, Mithra Reko Habokka, a staff officer

Check: Camorodimilo's Arbitrary Actions

Camarodomico had long harbored animosity toward Kurakbel. He also issued his own orders under the name of the Star Sibyl, aiming to undermine Roberakbel's authority and strengthen his own influence. However, this action led to a crisis for Fort Karugo-Narugo and the Holy City, and after the battle, Kamorodimiko was executed.

Check: Mithra man

Reko Habokka is a Mithra man who serves as a military advisor to Roberakbel. Compared to women, there are fewer Mithra men, and many prefer not to appear in public due to their unique customs. Furthermore, since few men had originally migrated to the Mindartia Continent, many Mithra mercenaries had never met a Mithra man. Thanks in part to this novelty, Reco Habocca receives a warm welcome from the mercenaries, but this leads to discord among the Mithra mercenaries...

Next Page

Vana'diel Past Q24: "The Great Mithra War Breaks Out"

Client: **Romaa Mihgo**

Related: Windurst Q78 "Break Those Chains" (→P.409)

Character

Scally G

Shikaree, from the southern kingdom of Gha Naboh. It seems he's pursuing Reko Habokka's sins.

A romantic dispute arises among Mithra mercenaries over Reko Habokka. Just then, the Adventurer encounters Reko and witnesses the Sin Hunter Scary G closing in on him.

↑ **Scary G says, "Reko Habokka should be dead," but?**

Check: The Sin Hunter

Scally G is a Sin Hunter who has come to the Mindartia Continent to hunt down the sins surrounding the powerful and evil Bow of Light. Not only does she know Reko Habokka, but she even claims, "I personally sank Reko in the ice lake of the Uleguerand Range." Then, she demands to know who Reko Habokka is, but Reko himself dodges the answer.

Vana'diel Past Q25: Ladies' Feast

Client: **Roberakbel**

Related: Windurst Q70 "Memories" (→P.396)

Character

Shantotto

Windurst's most fearsome and wicked magician. He was held responsible for various incidents he caused and was subsequently deported.

The order given to the Cobra Unit was a diversion to ensure that reinforcements from Windurst safely reached Jeuno. Together with the new reinforcements, the Cheetah Corps, the Adventurers under Reko Havokka's command, and the Cobra Corps members launch their operation in the Sauromugue Champaign. The Mercenary Corps was initially outmatched by the onslaught of a large force led by the Gigas, but Shantotto's sudden intervention swiftly turned the tide. Thanks to the efforts of the Adventurer and the Cobra Unit, the enemy's command structure was disrupted, and the diversionary tactic proved a great success.

↑ **Under Reko Havocca's command, the Cobra Corps and the Cheetah Corps launch a diversionary attack against the Beastmen army.**

↑ **Despite being deported, Shantotto barges into the battlefield without permission.**

Check: The Belligerent Lady

As Reko Habokka points out, Shantotto has been deported and stripped of her military command at this time. However, it seems she ignored the order and was moving between various battlefields, and it was during that time that she encountered this diversionary tactic.

Check Shantotto's distrust

While acknowledging Reko Habokka's capabilities as a commander, Shantotto mutters that she dislikes both him and Rober Akbel, who hired him as a military advisor. This is because Shantotto knew Rober Akbel from their student days. At the time, Rober Akbel was described as "good-natured but dull. And he was said to be spineless and cowardly, the complete opposite of his current ruthless demeanor...?

The Land of Magic and the Daughters of Mother Nature, to be continued (-P.450)

Vana'diel Past Q26: "Kokko-chan and the Green Stone"

Client: **Koko El Ek**

Related: Windurst Q67 "The Twinstone Bond" (→P.295)

Character

Kokko El Ek

Mithra, a war orphan. He tries to steal a green stone from a shop.

Ron Elbalna

"Mama Nya," who took in Koko. Crossing the line of death with the Anaconda Mercenary Corps.

Kokko would always steal the green stone from the shop, which would make his surrogate mother, the Mercenary Ron, angry with him. Feeling sorry for Kokko, who still wanted the stone, the shopkeeper asked the Adventurer to obtain a green stone. When the Adventurer brings the deep blue stone, Kokko begins to craft something with it. It was an earring he made to pray for the safety of his beloved "Mamanya."

↑ Koko infuses the deep blue stone with a wish for Mamanya to return safely from the battlefield.

Check: Koko's earrings

As explained in Windurst Q67 "Mark of Bond: The Twin Stones" (→ p. 295), Mithra have a custom of exchanging twin stones as a Mark of Bond, and this custom is particularly common between mothers and their children. However, since Koko and Ron aren't biologically related, they didn't share a twin stone. So, Koko created her own Mark of Bond, entrusting it with her wishes and the bond she shared with Mamanya.

↑ **Understanding Koko's feelings, Ron hugs her tenderly.**

Vana'diel Past Q27: "The Everlasting Sun"

Client: Majunaju

Character

Majunaju

A researcher at The Rhinostery. She is currently striving to cure her childhood friend, Char's disease.

Shar Yagenmi

Mithra suffers from a rare condition called "Nyctophilia," where he falls asleep and cannot wake up.

When the Adventurer visited The Rhinostery, they found Majunaju, who was struggling to cure Sharu's incurable disease. After hearing the story, the Adventurer traveled between the present and the Vana'diel Past, gathering information and ingredients for the medicine, and helping to complete it. As a result, Majunaju successfully cures Sharu.

↓ Shall, who had remained asleep, Majunaju's medicine woke him up.

Vana'diel Past Q28 "Dawn in the Windurst Food World"

Client: Ranpi-Monpi

Character

Ranpi-Monpi

A chef who, upon seeing the devastation of the holy city of Windurst after an attack by the Yagudo army, lost his appetite and will to live.

Ranpi-Monpi, who doesn't have much time left, says he wants to eat "special, tricky, and surprising food." So, the Adventurer decides to have the modern-day version of him cook a meal.

↑ **Ranpi-Monpi regains his will to live after eating the food his modern-day self made.**

Vana'diel Past Q29 "The Lost Book"

Client: Yoran-Oran

Related: Windurst Q13 "Guardian of Knowledge" (→P.279)

Character

Yoran-Oran

The head of The Rhinostery. Yagudo took the rare book I had borrowed from the library.

Tosuka-Porika

The head of The Optistery. He's fussy about how the Magic Library's collection is managed.

An Adventurer tasked by Yoran-Oran to retrieve the book stolen by Yagudo. Avoiding the danger of heading to wartime Giddeus, the Adventurer retrieves the rare book from the leather-bound library in modern-day Giddeus and ends up helping to repair the damaged book.

afraid of Tosuka-Porika's wrath. For some reason, Yoran-Oran is Involve the Adventurer.

Vana'diel Past Q30 "Handmade Bag"

Client: Hampkamp

Character

Hampkamp

A leather craftsman and Keypopo's father. His daughter damaged his precious handmade bag.

Kipopo

Hampkamp's daughter. She is upset that her father is considering remarrying.

Hampkamp had made a bag as a gift for his new wife, but Keepopo ended up damaging it. Unable to stand by, the Adventurer had the bag repaired by Keypopo himself, who had become a leather craftsman in the modern era, and delivered it to the father and daughter.

↓ His father's new wife is the mother of his best friend, Teku Lengyon. Kebobo is delighted to learn this.

Check: A Changing History

Before the Adventurer's involvement, the modern-day Majunaju had spent over two decades caring for Sharu, who remained in a perpetual sleep due to an incurable disease. However, thanks to the Adventurer's efforts, Majunaju in Vana'diel Past completed a miracle cure, and the moment Sharu's disease was cured, history took a completely different turn. In the present day, the two are married and have built a happy family.

Check: The origins of a culinary master

Ranpi-Monpi is the cook who founded the Cooking Guild in Windurst. In the present day, he is known for creating incredibly unique dishes, as seen in Windurst Q62's "Special Stew" (→P.294). However, it seems that the origins of his unique style lie in his own cooking in the present.

Check: Return Across Time

Yoran-Oran, whose rare book had been taken by Yagudo, suspected it might have been taken to Giddeus. However, he was concerned that provoking Giddeus, a city within Yagudo, could put the Holy City in danger. So the Adventurer heads to modern-day Giddeus, where Windurst and Yagudo have a peace treaty, and retrieves the rare book after 20 years. However, due to the long passage of time, the book was damaged. Incidentally, in the present day, the book was owned by Yagudo, a book lover featured in Windurst Q13: "Guardian of Knowledge" (→P.279).

Check: Father and Son

Hampkamp considered remarrying with his daughter, Keepopo's, happiness in mind. That's why he gathered what little material remained from the Leather Guild, which had been destroyed by the Yagudo army's invasion, and even gave up on reviving the Guild to create a handmade bag that would likely be the deciding factor for his remarriage.

Meanwhile, the present-day Keypopo reflects on that time, revealing that she couldn't be honest with her father. Furthermore, Keypo tells us that he himself became a leather craftsman to accomplish the revival of the Windurstian Leather Guild, something his father Hampkamp was unable to achieve.

QUEST STORY GUIDE

Vana'diel Past Regions

Crystal War

Vana'diel Past Q31: "The Lost Map"

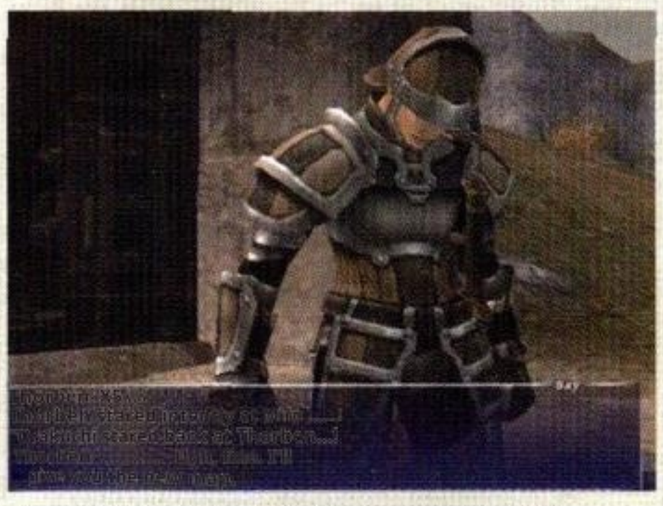
Client: Torben

Character

Torben

A guard of the Republic's army stationed at The Eldieme Necropolis. He lost the map of Grauberg that had been issued to him.

At Thorben's request, the Adventurer, tasked with finding the map he had lost, set out to collect the map fragments scattered throughout The Eldieme Necropolis. By piecing together the fragments, Thorben reconstructed the map.



↑ Immediately after restoring the map, a replacement is provided, and Thorben hands the new one to the Adventurer.

Vana'diel Past Q32 "Requiem"

Client: Eptasion

Character

Eptasion

A monk who serves the Cathedral of San d'Oria. He came to the Eldieme Necropolis to pay his respects.

Pekkapokka

A Demon Warrior who guards Fort Karugo-Narugo. He is well-versed in blending various incenses.

Upon visiting The Eldieme Necropolis, the Adventurer meets the cleric Eptasion. He was worried because he hadn't heard from Pekkapokka, who always accompanied him during the tomb's memorial service. The Adventurer goes to meet Pekkapokka and is entrusted with memorial incense by him.

↓ When the Adventurer delivers the memorial incense, Eptasion expresses his gratitude.

Vana'diel Past Q33 "Weekly! Naikopaniiko"

Client: Naikopaniiko

Character

Naikopaniiko

An up-and-coming war correspondent based in Crawler's Nest, reporting the truth about the war.

Recognized by Naikopanyiko for their journalistic talent, the Adventurer is asked to assist in reporting on a "mysterious monster" that has appeared in Rolanberry Fields. The Adventurer, who headed to the scene, reported live on the large swarm of Mandragora that had appeared. Nicopánico turned that into an article and garnered high praise from readers.

↓ Turn an Adventurer into a reporter

↑ The Adventurer tells Nai Kopaniko about the Mandragora that suddenly appeared.

Check White Magic "Recall"

In this Quest, you'll receive the White Magic "Recall Merifa" from Heptathion as a reward upon completion. Like the modern-day "Telepo●○" magic that teleports you to Telepoints, this and other "Recall●○" Magic spells allow you to teleport to Gate Crystals in Vana'diel Past.

By the way, there are three Quests in total where you can obtain "Recall ○○." In those Quests, there are often common themes and content similarities with Quests where you can obtain "Telepo○○", which teleports you to the same direction. For example, this Quest and Windurst Q27, "The Path of Faith," share similarities such as being set in The Eldieme Necropolis and focusing on the theme of "incense" to appease the dead (→P.283).

◆ **Quests where you can get "Telepo" or "Recall"**

Toward San d'Oria, toward Bastok, toward Windurst

Present day	Vana'diel Past
San d'Oria-Q36 "Blessings to All the World" Reward: "Teleport Hola"	Vana'diel Past Q34 "Seal of Warding" Reward: "Recall Jug"
Pastuk 006 "Altana's Sorrow" Reward: "Telepodem"	● Vana'diel Past Q36 "Guardian of the Goddess Statue" Reward: "Rikol Bash"
Windurst Q27 "Destination of Faith" Reward: "Telepomea"	Vana'diel Past Q32 "Requiem Prayer" Reward: "Recolme Merifa"

Check: The editor-in-chief in his youth

Nicopani Nico, who appears during the Quest, is the editor-in-chief of the Magic Newspaper Company in modern Windurst (→P.282). Although he is still young, his journalistic spirit remains unchanged, as does his assertiveness in setting requirements for Adventurers.

Vana'diel Past Q34 "Seal of Exorcism"

Client: Rodupansa

Related: San d'Oria Q36 "Blessings Across the Land" (→P.241)

Character

Rodupansa

A monk of the National Church who has come from San d'Oria to Crawler's Nest. Attempting to seal the monster of Vunkerl Inlet.

Rodupansa wants to seal the monster Jin that lives in Vunkerl Inlet. At his request, the Adventurer placed a talisman to seal the monster, but it had no effect.

↑ Although the seal failed, Rodupansa expresses gratitude for the Adventurer's efforts and offers a token of appreciation.

Check: A Seal of Authentic Origin

According to the Adventurer, the protective symbol that Codupansa entrusted to him is modeled after the one once used to seal away the evil spirits that once haunted the Gusgen Mines. Based on this account, it can be inferred that the talisman and the seal featured in San d'Oria Q36, "Blessings Across the Land" (→P.241), are nearly identical.

Vana'diel Past Q35 "A request with a hidden agenda"

Client: Lalkasmo

Character

Larcasmo

A knight stationed at the Garlaige Citadel. He seems to be in charge of managing supplies for the military and is busy bringing in cargo.

When an Adventurer asks for a map of Vunkerl Inlet, Larcasmo states there is a condition: the Adventurer must bring him a box of ammunition that was delivered to the wrong location.

↑ Larcasmo unexpectedly produces a map for the Adventurer who brought the ammunition box.

Check the reward found on the "back"

Larkasmo, who had the Adventurer carry his luggage, reveals that the map of Vunkerl Inlet, which is part of the supplied items, is currently out of stock. So, where does he get the map from? It's from the "Fire Prohibited!!" sticker on the ammunition box the Adventurer brought.label. In fact, he had written a note on the back of the Bunkal Bay map and then attached it to the box.

Vana'diel Past Q36: "Guardian of the Goddess Statue"

Client: Fondaction

Related: "Bastok Q06: 'Altana's Sorrow'" (→P.252)

Character

Fondaction

A monk from San d'Orian. He was attacked by a monster in Grauberg and lost his precious package.

At Fondaction's request, the Adventurer set out to find the package he had dropped in Grauberg.

↓ In the package the Adventurer found, It contained items like paint for the goddess statue.

Check: Paint of Ages

In Bastok Q06, "Altana's Sorrow," the Adventurer heads to the Garlaige Citadel to find the precious paint that was carried by monks during the Great War, needed to restore the statue of the goddess. It's possible that the paint for the goddess statue obtained at that time was the paint found in the Fondaction package that the Adventurer recovered.

Vana'diel Past Q37: "Carried by the Wind of Memories"

Client: Romualdo

Character

Romualdo

A gunner who can't focus on his work, haunted by his father's final words. In the present day, he works as a gunner at Metalworks.

Soldiers of the Republic's army stationed in the mountains of Hilderich & Volatz Grauberg.

An Adventurer who ventured to Batallia Downs in the Vana'diel Past came across a dejected Romuald. Upon hearing the story, it seems he can't help but be curious about the content of the voice he heard in Grauberg, which sounded like his father's—even though he was supposed to be dead. When the Adventurer asked Hill Delich, a soldier from Grauberg, he said that there have been persistent rumors lately of hearing the voices of the dead in the mountains. Then a soldier named Bollatz appears, entrusts the Adventurer with a message for Romuald saying, "I won't leave you alone," and disappears.

↓ Upon hearing the message, Romuald regains his strength, knowing his deceased father is no longer worried.

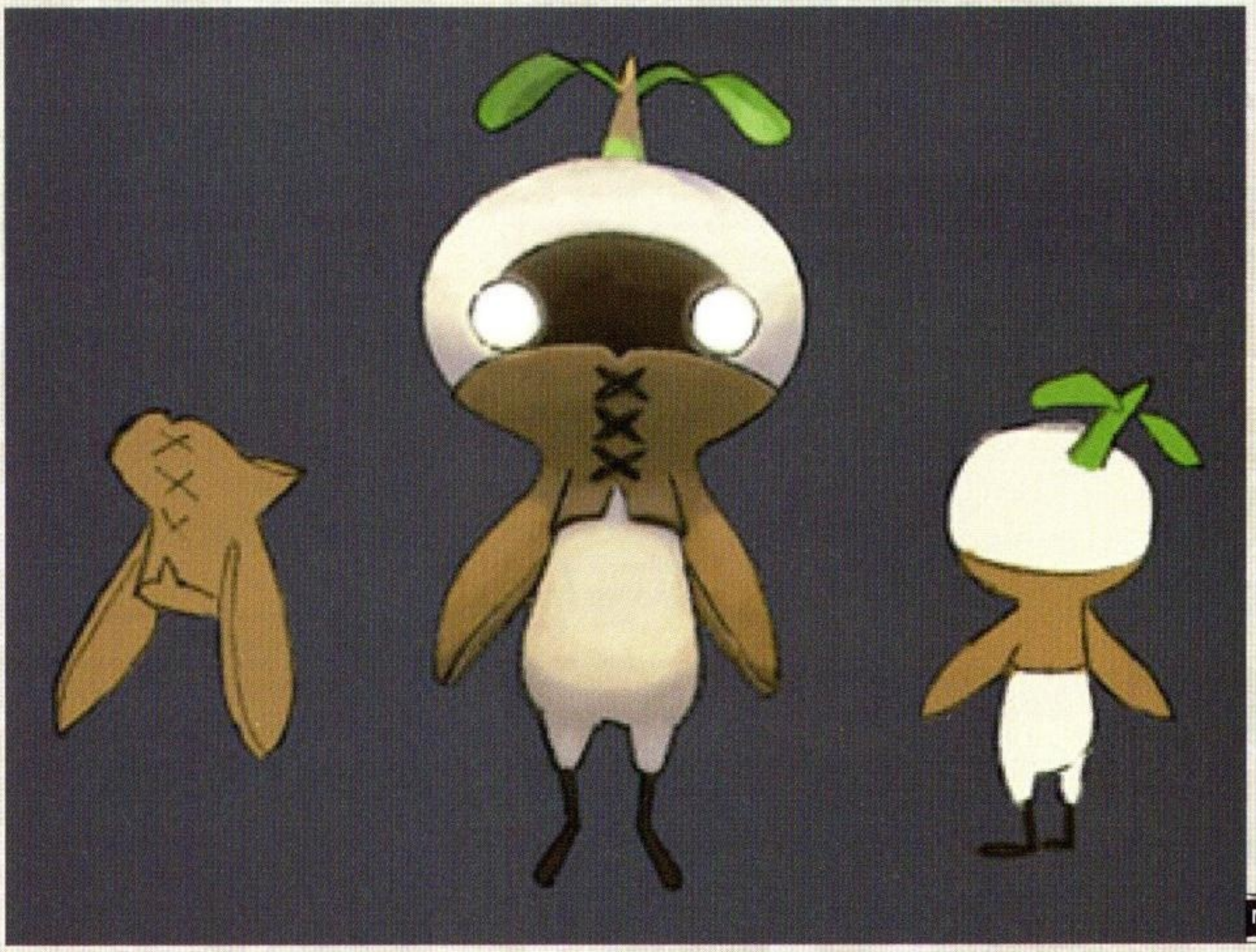
Check: The Truth Behind the Rumors

As a sequel to this Quest, you can learn the truth about the voices of the dead heard in Grauberg from the Romuald of today. According to this, the rumor of the voices of the dead was apparently a play that the Hildelings had concocted, complete with a script. They couldn't bear to see the grief-stricken families of those who had lost loved ones, like Romuald, and so they staged a little play to help them find closure. The title of that script was "Carried by the Wind of Memory," which also became the name of the Quest. You can also confront Hildelich with the fact that he's acting. At that moment, Hildelich hears the voice of a real ghost...

FINAL FANTASY XI ART GALLERY

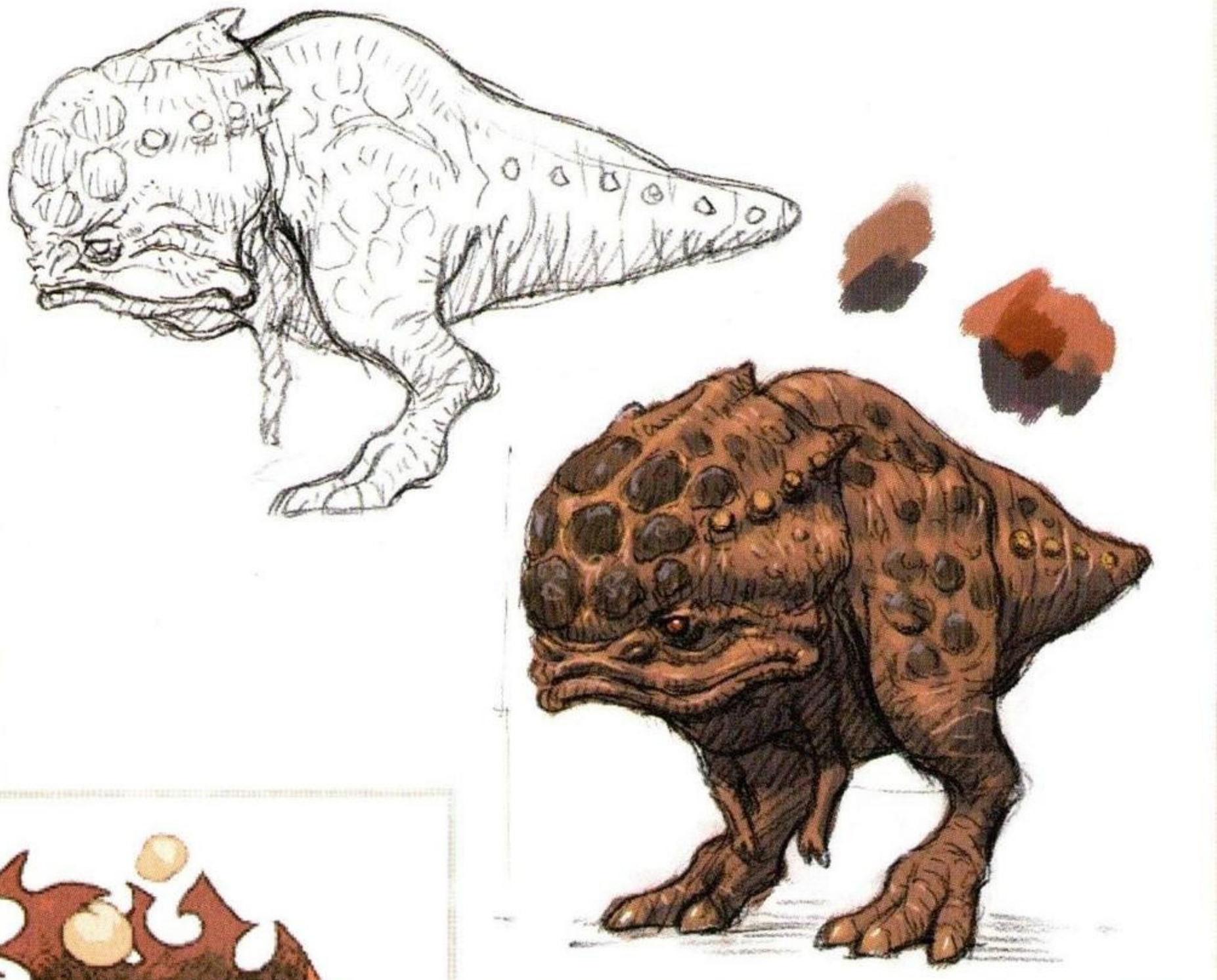
Concept Art Gallery

~Monster Volume 1~



Mandragora Tribe

Worm Tribe



Lizard Tribe

Bomb Tribe

Bat Tribe

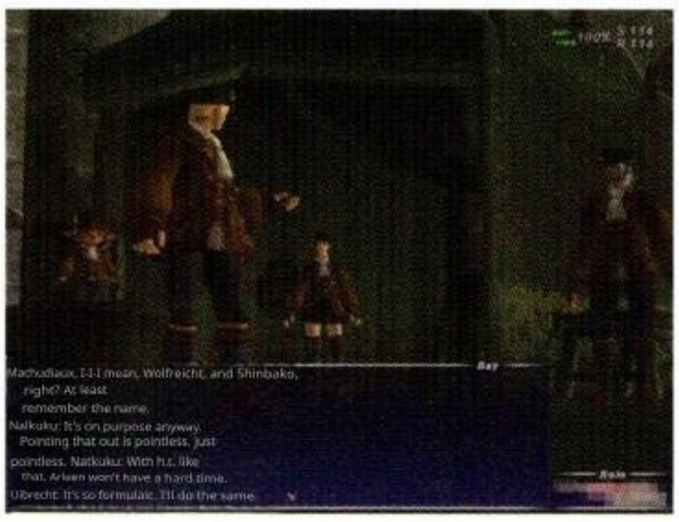
Quest Story Guide

Job-related Quests

Job Quest

There are countless stories that deepen your understanding of each Job

Quests to unlock Advanced Jobs and to obtain each Job's unique Artifact equipment often feature stories that delve into the Job's backstory and setting. In particular, the quests to obtain Artifact equipment are expansive, with each Job featuring a series of three quests. Additionally, the final limit-breaking Quests for the Blue Mage, Corsair, Puppetmaster, Dancer, and Scholar are not found in Jeuno Q05 "To the Heavens Tower" (→P. 300), but instead, a separate Quest is provided.



← The quest series for acquiring Artifact equipment is truly spectacular for every Job.

◆ List of Job-Related Quests

No.	Quest Name	Page where posted
Warrior		
Bastok Q69: A Grandmother's Heart, Unknown to Her Grandchildren		P.391
Bastok Q70: 200 Years of Misunderstanding		P.391
Bastok Q71	Talekeeper's Relics	P. 392
Monk		
Bastok Q72	Wandering Ghost	P. 392
Bastok Q73	And then, they meet	P. 393
Bastok Q74	Something to protect	P. 393
White Mage		
San d'Oria Q58	A Messenger from the Land of the Dead	P.394
San d'Oria Q59	Prelude in Black and White	P. 394
San d'Oria Q60	Pieuje's decision	P.395
Black Mage		
Windurst Q69	Three Sages	P. 395
Windurst Q70	Memories	P. 396
Windurst Q71	Star's Great Tree	P. 396
Red Mage		
San d'Oria Q61	The Red Ordeal	P.397
San d'Oria Q62	Those who blend into the Darkness	P. 397
San d'Oria Q63	A Wandering Soul	P. 398
Thief		
Windurst Q72	Gather at Tenshodo	P. 398
Windurst Q73	The Treasure of the Atalforne Bandits	P.399
Windurst Q74	The Glory of the Principality	P. 399
Paladin		
San d'Oria Q64	Apprentice Promotion Exam	P.400
San d'Oria Q65	Apprentice Promotion Exam 2	P. 400
San d'Oria Q66	Knight Promotion Exam	P. 400
San d'Oria Q67	Sharpening the Sword	P.401
San d'Oria Q68	Xiaogongwang	P. 401
San d'Oria Q69	Sword of Oath	P. 401
Dark Knight		
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QUEST STORY GUIDE

Warrior

Warrior

Job Quest

Bastok Q69 Continuous Quest ▸ Bastok Q70 Bastok Q71

The Talekeeper's Friend

Raogrimm, the Talekeeper, passed away in the North over 30 years ago. Even though he was bound by his role as the leader of his clan, he had one close friend with whom he could speak as equals.

Character

Raogrimm

The previous Talekeeper, who passed away over 30 years ago. He was said to have been a top-tier Warrior.

Dyedog

Galka, who lives in Bastok Mines. He disliked Raogrimm, who was his same age.

Iron Eater

A member of the Mythril Musketeers. It seems he was close with Raogrimm when they were still young.

Fara

Naji's paternal grandmother. She insists that her grandson has become nothing more than a simple gatekeeper.

Naji

No. 5 of the Mythril Musketeers. He seems fed up with Grandmother Fara's delusions.

Yasin

He is the son of Fara and the father of Naji. He is already deceased and was close to Raogrimm.

Bastok Q69: "A Grandmother's Heart, Unknown to Her Grandchildren"

Client: Fara

An Adventurer who, at Fara's request, repaired the sword of her deceased son. Hearing Fara's request, "Please deliver that sword to my grandson, Naji, and remind him of his father, Yasin," the Adventurer takes the sword to Naji. Then, Iron Eater appeared and shared memories of Yashin and the previous Talekeeper, Raogrimm, connected to that sword.

↑ Fara talks about a Garka named "Daidokoro" who often clashed with the Talekeeper.

Bastok Q70: "200 Years of Misunderstanding"

Client: Daidog

Daidog still harbors animosity toward the late Talekeeper Raogrimm. Unable to bear seeing him like that, Iron Eater tells the story of a pair of shoes that Raogrimm once made from materials he gathered himself and gave to a "bad-tempered friend" who treated him as an equal, a fellow Talekeeper. The Adventurer delivers items that support the story about the shoes to Daidog, who seems to recognize them. Then, Daidog talks about the shoes he once owned and reflects on Raogrimm's feelings.

↓ Continued to dislike Raogrimm To Daidog, Iron Eater voices his grievances.

↑ Daidog remembered a small promise he made to Raogrimm when he was young.

Next Page

Check: The sword's origins

According to Iron Eater, Yashin once accompanied Raogrimm on an expedition to the Orc stronghold of that time. Yashin's sword, which appears during the Quest, was crafted by a smith who was close to Raogrimm, who attached a blade to the hilt of a sword found there. Incidentally, when Yashin and Raogrimm visit the Orc stronghold, they meet a "strange young lady." This young lady is later revealed to be Cornelia, the "musketier loved by all" (→P.393).

Check For the "mouthy friend"

DyDog once received a pair of shoes from an unknown sender. After hearing Iron Eater's story and seeing the materials used to make the shoes that the Adventurer had brought, he was convinced that Raogrimm was the one who had given him those shoes. When Raogrimm was a boy, he struggled with shoes given to him by the adult Garka that didn't fit his feet. So, Daidog gave him a pair of inexpensive yet comfortable shoes. At that time, Raogrimm faithfully kept his promise to his friend, fulfilling the spiteful words of Daidog: "When you can get good things on your own, pay me back many times over."

Bastok Q71: "The Talekeeper's Legacy"

Client: Daidog

The Adventurer, who had delivered a sweet memento of his and Raogrimm's time together to Daidog, learns that the armor Raogrimm once gifted to San d'Oria as a token of friendship has been stolen by a band of Goblin thieves operating within Behemoth's Dominion. The Adventurer headed to the location, defeated the bandits, and recovered the armor. Then the Mythril Musketeers appear and ask the Adventurer to use the armor.

↑ It seems that Iron Eater was deliberately leaking information about the armor to the Adventurer through Daidog.

Talekeeper's friend — *Fin*

Check: A political tool

The Mythril Musketeers visited Behemoth's Dominion on the orders of their nation's ministers, tasked with recovering the armor that Raogrimm had offered as a tribute. The ministers aimed to retrieve Raogrimm's armor before San d'Oria could, using San d'Oria's blunder of losing the token of friendship as a diplomatic card. However, Iron Eater, who dislikes the use of items connected to the Talekeeper as political tools, leaks information to an Adventurer, allowing them to obtain the armor first. Musketeer Commander Faulkner tacitly approves of this.

QUEST STORY GUIDE

Monk

Monk

Job Quest

Continuous Quest: Bastok Q72 ▸ Bastok Q73 Bastok Q74

Beyond the Fist

Cornelia, the "musketier loved by all." Oggbi, a martial artist who taught her the ways of the Monk, recalls Cornelia's path as he challenges Adventurers.

Character

Oggbi

A regular at the Bastokan tavern "The Steaming Sheep Inn." He is also a martial artist who established the Monk fighting style.

Cornelia Karst

The daughter of the current president. She is interested in the musketeer Cornelia, who inspired her name.

Dalzakk

Oggbi's apprentice. At his master's request, he sets out to search for San d'Orian's martial arts texts.

Cornelia

A thrill-seeking musketeer who passed away about 30 years ago. She vowed to avenge her brother and became Oggbi's apprentice.

Raogrimm

A Galka Talekeeper who passed away about 30 years ago. He was also the captain of the Mythril Musketeers at that time.

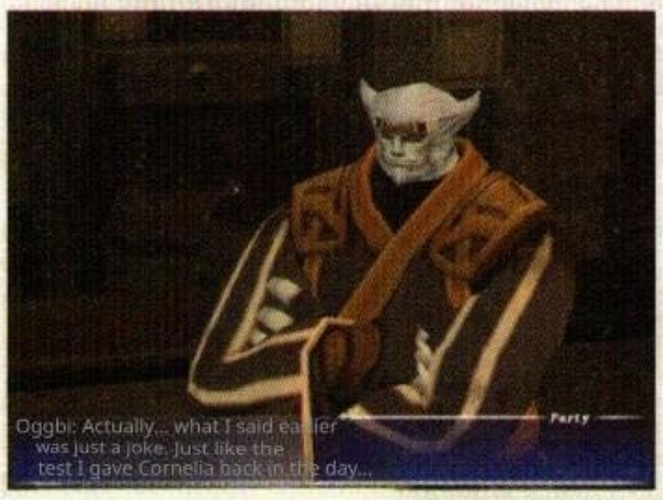
Ayame

The shining star of the modern Mythril Musketeers. She is seeking a Monk capable of standing up to the powerful Yagudo.

Bastok Q72: "The Wandering Ghost"

Client: Oggbi

When the Adventurer spoke to Oggbi, the President's daughter Cornelia arrived at the "Steam Sheep Inn." When she begged to hear the story of "Musketier Cornelia," Oggbi told her about the trial he once set for Cornelia when she sought to become his apprentice. The task was to retrieve a pendant from the "Wandering Ghost" in the Gusgen Mines.



↑ Oggbi begins to tell the Adventurer about her, mirroring the trial he had given to the Musketeer Cornelia.

Check: Ghost of the Gusgen Mines

Oggbi is utterly shocked when the Adventurer defeats the ghost Wandering Ghost in the mine and delivers the pendant. In truth, the "Wandering Ghost" is Oggbi's mischievous friend. Long ago, Cornelia visited the mine, believing the trial was to slay a ghost. There, she encountered this mischievous friend, solved his riddle, and brought back the pendant. As time passed, Oggbi, believing his friend couldn't possibly be in the mine, jokingly challenged an Adventurer to the same trial. This is how he learned of his friend's fate: he had become a ghost.

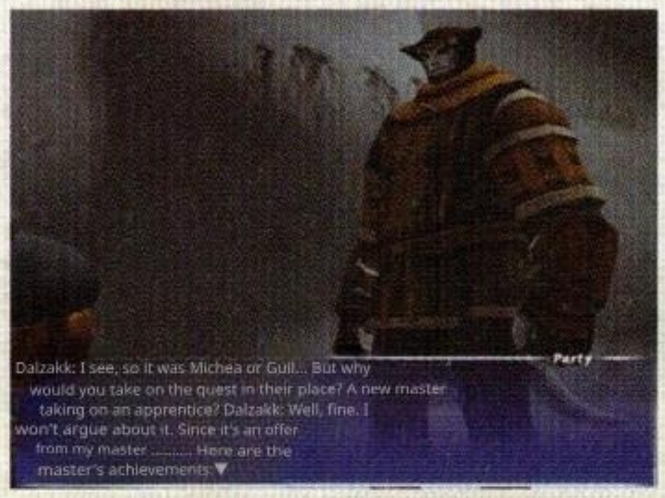
Next Page

Bastok Q73: "And Then, They Meet"

Client: Ogbii

When the Adventurer went to the "Steam Sheep Inn" to visit Oggbi, Goldsmith Michea arrived. She was worried that Dalzakk, her guardian and Oggbi's apprentice, was late returning, and so she came to seek advice. Oggbi asks the Adventurer to take over the task that was entrusted to Dalzakk.

The Adventurer, who had met Dalzakk at the northern ruins of Fei'Yin, learned of Oggbi's request. To fulfill it, they obtained a San d'Orian martial arts book in Davoi and headed to Bastok. Then, Oggbi begins to share memories tied to that martial arts book. He recounted the scene of the meeting between Cornelia and Raogrimm, who would later form a strong bond...



↑ While exploring Fei'Yin, Dalzakk relayed Oggbi's request to an Adventurer he encountered.

↑ Cornelia is uncontrollably unruly and even aggressive toward the Talekeeper, Raogrimm.

Check: Their meeting

The memories of Oggbi recounts in this Quest are from the early days after he had accepted Cornelia as his apprentice. Oggbi and Cornelia visited an Orc stronghold to retrieve San d'Orian's martial arts book, which had been stolen by the Orcs, following a request from the San d'Orian monastery. There, the two encounter Raogrimm, who was also on an expedition to the Orc stronghold. At that moment, Cornelia becomes enraged by Raogrimm's remark, which insinuates that she stole from her master, and she fiercely retorts. Meanwhile, Raogrimm shows interest in Cornelia, who is assertive and familiar with the unique customs of Garka.

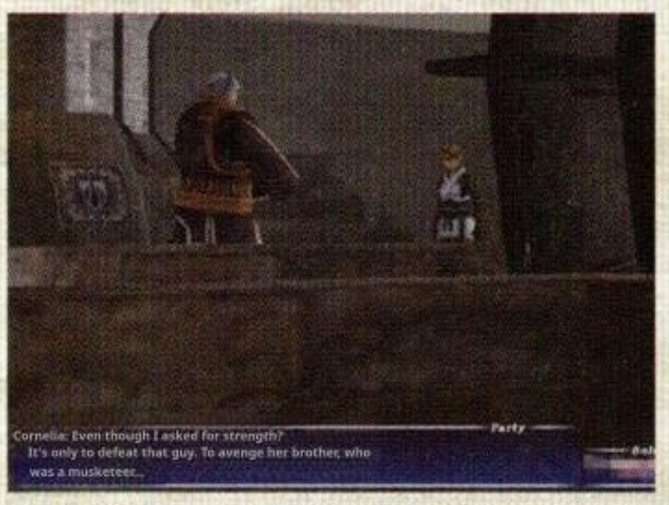
Bastok Q74 "Something to Protect"

Client: Ayame

Related: Bastok M4-1 "Steal the Magicite" (→P.82)

When the Adventurer visited the Office of the President's armory, Ayame and Oggbi were engaged in a tense conversation. It seems that the successor to the Yagudo fighter, whom the musketeer Cornelia once defeated, has reappeared. The Yagudo "Savage Foo Salmo," possessing immense power, only reveals himself before a skilled Monk of another race. Therefore, Oggbi chose the Adventurer to take on Foo Salmo. Living up to expectations, the Adventurer defeated Foo Salmo. Upon returning to Bast Week, Oggbi praised the Adventurer's skill and recounted the conclusion of Cornelia's quest for revenge.

↑ Oggbi and the others are excited about the return of the Yagudo fighter who carries on the name of Salmo.



↑ Cornelia, whose brother was killed by Yagudo, who once bore the name Salmo. She ignored Oggbi's pleas to stop and attempted to face Salmo alone.

← Although she had avenged her brother, Cornelia's heart remained troubled. Raogrimm then appeared, and through his wisdom, she found what lay beyond revenge.

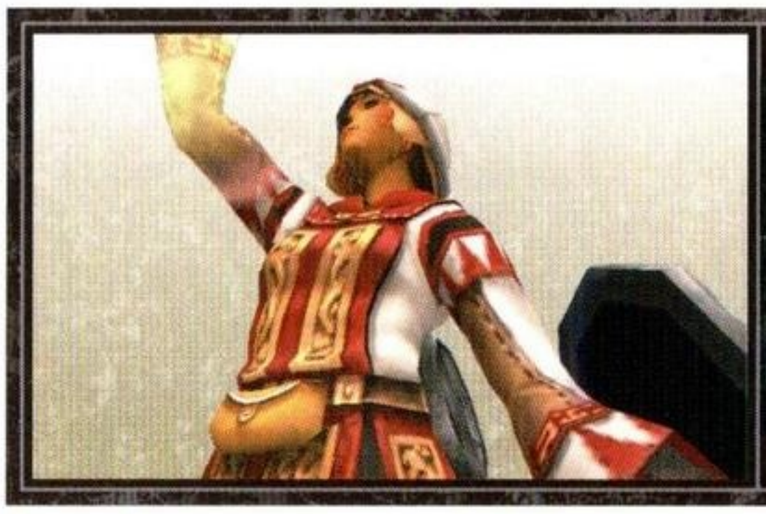
Check Talekeeper Satoshi

Raogrimm: Revenge... brings nothing. That's because it's an act of losing the object of your revenge.
Cornelia: You ..... Raogrimm: ...
People often say things like, "Those who have nothing to lose are strong." I'm sure you felt that way too. But that's just a fantasy. Those who have nothing to lose, on the other hand... ..... They have nothing to protect. That's the way it is. A truly strong person... is someone who has something to protect.

Cornelia: Do you... have that?

Raogrimm: My memories span over 200 years. Those memories often feel like a burden... but I can't afford to lose them. If it means protecting the smiles of those who live within those memories, I can endure the petty complaints of the officials in the Office of the President. Cornelia: I wonder if I too... can find it? Something worth protecting... Raogrimm: You will find it. That time is bound to come.

Beyond the fist — *Fin*



QUEST STORY GUIDE

White Mage

Job Quest

San d'Oria Quest Series Q58 ▶ San d'Oria Q59 San d'Oria Q60

The Resentment of a Fallen Nation

The machinations of the dead in the Marquisate of Tavnazia, uncovered by Narshelar, a monk of the Cathedral of San d'Oria. That would bring a conflict that had spanned 20 years to Pieuje—

Character

Pieuje

The second prince of the Kingdom of San d'Oria. His mother was Queen Rote, who hailed from the House of Tavnazia, but she has since passed away.

Narsheral

A monk who serves the San d'Orian Church. He is plotting to curb the activities of Tavnazia's undead and gain recognition.

Jérôme

A servant of Narshezar. They travel to various regions, keeping a watchful eye on the movements of Tavnazia's undead.

Trion

The ambitious first prince of San d'Orian. — He is recovering from an injury, but his condition is reportedly not good.

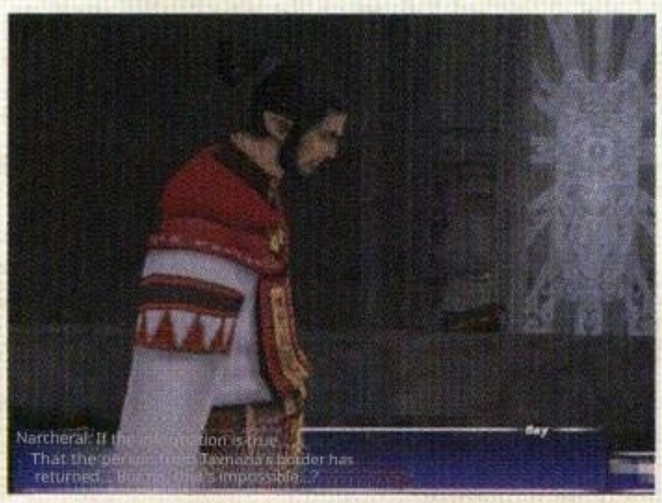
Altedol I of Tavnazia

The late Lord of Tavnazia and father of Rote. He seeks to lead the dead in vengeance against the human kingdoms.

San d'Oria Q58: "A Messenger from the Land of the Dead"

Client: Narshelar

Narcheral, who was in the Cathedral, received an urgent report from his servant, Jeroine — the news was that the undead Monster, Dark Stalker, was gathering somewhere. At Narcheral's command, the Adventurer defeats the Dark Stalker's messenger who appears in the Valkurm Dunes and recovers the Tavnazia travel document in his possession.



↑ After checking the document, Narcheral muttered that the situation he had feared had become a reality, but...

San d'Oria Q59: "Prelude in Black and White"

Client: Narcheral

At Chateau d'Oraguille, Narshelar was there, informing Pieuje about the worsening situation in Trion and the movements of the undead in Tavnazia. Together with the Adventurer and Gérone, he reports on the machinations of the undead and on the now-undead Marquis of Altdor. Pieuje, though hesitant, declined Narsherar's advice to slay the marquis's ghost. However, Narsheral continued to have Jerone investigate the movements of the undead and called on the Adventurer to assist in the battle against them.

↓ Narsis, who disgraces his grandfather concealing his inner turmoil Pieuje takes a sip. Eral,

↑ Narshelar, who called for participation in the battle, presents a challenge to test the Adventurer's abilities.

Next Page

Check Dark Stalker

The Dark Stalker that appears in Narshelar's story is a type of undead Shadow Monster. It is generally believed to be the ghost of Elvaan.

↑ The Dark Stalker, a Monster with a shadow-like face and eerie red eyes.

Check Pieuje's confusion

Jérôme: That figure was none other than the head of the Marquisate of Tavnazia, which perished in the Great War 20 years prior... It was Marquess Altedol himself. Piéage: I can't believe it... Lord Altedor... Narshellar: "That" is not the Marquess of Altedor! An unholy presence that deceives the people and plunges the holy kingdom into fear... Pieuje: Stop, Narshellar! I won't allow any further insults to the Marquis!

San d'Oria Q60: "Pieuje's Decision"

Client: Narshelar

Related: San d'Oria M9-1 "Thick Walls" (→P.64)

During the Crystal War, the Marquisate of Tavnazia was offered as bait to the Beastmen army by the human kingdoms and perished—Pieuje recounted this fact to the Adventurer. And, stating that he has his own ideas, he once again rejects Narsiehlar's advice to purify the undead. After that, Pieuje was seen in Fei'Yin, where the undead of Tavnazia gathered. With the help of Adventurers who rushed to the scene, he secretly undertook the purification of the undead, including the Marquis of Alteredor, without Narsheral's knowledge. He successfully defeats the marquis's undead.

↓ Concealing his injuries, he stands strong against Pieuje.

Trion utters a harsh remark.

↑ The conflict over avenging his grandfather Yes, Pieuje performing the purification.

The Resentment of a Fallen Nation — *Fin*

Check: The Kind-Hearted Prince

Pieuje decided to purge the undead in the Marquisate of Tavnazia for the sake of his older brother, Trion. Pieuje, his own blood brother, knew all too well that if Trion learned of the undead's movements, he would push through his injuries and lead an army himself. On the other hand, Pieuje is aware that any misguided attempt at self-aggrandizement could be exploited in the Succession to the Throne or to bolster the authority of the San d'Orian Church. So, he pretends to have merely dispatched an Adventurer without taking any action himself, and then secretly embarks on the purification of the Undead.

QUEST STORY GUIDE

Black Mage

Job Quest

Windurst Quest Series Q69 ▶ **Windurst Q70 Windurst Q71**

The Professors' Melancholy

The Star Trees, nurtured by the Great Star Trees, are behaving strangely ——

Upon receiving this report from Chumimi, the Gardening staff, the Magic

The three esteemed scholars of Windurst take on the challenge, but...?

Character

Chumimi

Gardening staff for the star trees. He's worried because the star trees aren't growing well.

Koru-Moru

One of the Three Doctors. An authority in creating Magic dolls, and somewhat hot-tempered.

Shantotto

One of the Three Doctors. Renowned as the most formidable mage in Windurst.

Yoran-Oran

One of the Three Doctors. Among the Doctors, do you consider yourself the more sensible one?

Windurst Q69 "Three Sages"

Client: Chumimi

When the Adventurer visits the basement of the Heavens Tower, three professors arrive to remedy the Star Tree's issues. After hearing from the Gardening Specialist, Chu Mimi, the three scientists disagreed on how to solve the problem. For some reason, the Adventurer who was present ended up supporting Shantotto's conclusion.

▼ After a heated debate, that

The professors take steps to address the issue.

Check Star Tree

The Star Tree, which is a key element in a series of consecutive Quests, is a plant grown underground in the Heavens Tower. This plant grows from seeds borne by the Star Great Tree and produces "Star Tree Fruit." The Star Tree fruit is crucial as it serves as the head of the magic-powered soldier Cardian. It is an indispensable item for Windurst, where Cardians are used in various aspects of daily life.

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Windurst Q70 "Memories"

Client: Chumimi

Related: Vana'diel Past Q22 "Messenger of Sorrow" (→P.383)

Chumimi tells the three professors and the Adventurer, who have gathered again, that the Star Tree's issues remain unchanged. Koru-Moru and Shantotto, having heard that the anomalies began around 20 years ago after The Crystal War, seem to have an inkling of what might be causing them and ask the Adventurer to look into it.

However, neither the Star Tree seeds that Niru-Moru thought were the cause nor the Magic dolls that Shantotto thought were the cause were related to this latest anomaly. For now, they decide to fix the Magic Doll as suggested by Yoran-Oran, and the group temporarily disperses.

● This time, he says he'll give it serious thought. 3 Chumimi, exasperated with the professor.

↑ Koru-Moru thought that taking the Star Tree seed from the Heavens Tower had angered the Star Tree, but?

← Meanwhile, Shantotto realizes it might be the curse of the Magic Doll he had left behind as a decoy during the battle at Castle Zvahl.

■ Check Koru-Moru's "memories"

Koru-Moru asked the Adventurer to retrieve the Star Tree Seed that he had taken without permission during The Crystal War. Originally, the Star Tree Seed was not to be taken from the Heavens Tower. However, Koru-Moru says he broke the rule because he wanted to help his girlfriend, Lass, who was tackling the food shortage during the war. After that, Lass, considering Koru-Muru's situation, set off for Crawler's Nest to secure food by other means. However, she disappeared without a trace, still holding the Star Tree Seed.

Check: Shantotto's "Memories""

Toward the end of the war, Shantotto took part in the assault on Castle Zvahl, the Shadow Lord's stronghold. During the operation, Shantotto borrowed a Magic doll with a radar function to detect enemies from Koru-Moru. However, the doll was rude and noisy, which irritated Shantotto. That's why she left the Magic doll behind in Castle Zvahl. The Adventurer retrieved the doll, but it had already lost its magic and had no power left to do anything to the Star Tree.

Windurst Q71: "The Great Tree of the Stars"

Client: Chumimi

Related: Windurst M7-1 "The Sixth Chamber" (→P.108)

The three professors, Chumimi, and the Adventurer gathered once again. Yoran-Oran tells everyone that the root of the problem lies with the Star Tree, the source of the Starwood, and asks the Adventurer to investigate the Toraimarai Canal where the tree's roots extend. Armed with a magic doll enhanced by Koru-Muru, the Adventurer entered the waterway and discovered stagnant clumps of magic power scattered throughout. After blowing away those clumps that were harming the Great Tree, the Star Tree's condition finally began to improve.

↓ For some time now, at The Rhinostery, the star It seems that the Great Tree's issues had been resolved.

↑ Based on the Adventurer's findings, Chumimi says they will regularly purify the magic power in the waterway.

← During the investigation, the magic doll also sensed magic other than stagnation. The professors, who had ventured underground with the Adventurer, witnessed the new buds of the Great Tree there.

Check: The Crisis of the Great Tree of the Stars

While investigating the Toraimarai Canal, Koru-Muru's magic doll senses a mysterious magic in the earthen chamber located in the central tower of the Horutoto Ruins. Following Koru-Moru, who was curious about the reaction, the Adventurer and the three professors headed to the earthen room, where they discovered a new bud from the Great Tree of the Stars. According to Yoran-Oran, the fact that the Great Tree of the Stars has produced new shoots is evidence that it feels its life is in such grave danger that it must ensure the survival of a new generation.

↑ The strange magical response was a cry for help from an underdeveloped bud.

The Professors' Melancholy *Fin*

QUEST STORY GUIDE

Red Mage

Job Quest

San d'Oria Q61 Continuous Quest ▶ San d'Oria Q62 ▶ San d'Oria Q63

Come, bearer of red.

The ghost of the Red Mage Rai Nimard, who is the subject of whispers in San d'Oria. Responding to a request from his daughter, Curilla, the Adventurer sets out to uncover the truth behind his mysterious death.

Character

Curilla

The one-eyed commander of the Temple Knights. She is the daughter of Red Mage Rainimard and seeks to uncover the truth behind her father's death.

Rynimard

The Red Mage who is said to have died under mysterious circumstances. Apparently, he appears as a ghost in the basement of the Cathedral?

Sharzalyon

The Red Mage who frequents the tavern "Lion's Fountain." He went to check the rumors about the ghost...

Trion

The first prince of San d'Orian. He feels responsible for Curilla's injury to one eye.

Shamand

The Pope of the San d'Orian Church. He appears nervous about the rumors of La Inimard's ghost.

Valderot

The owner of the South San d'Orian tavern, "Lion's Fountain." He listens to Shalzarion's story.

San d'Oria Q61: "The Red Trial"

Client: Shalzarion

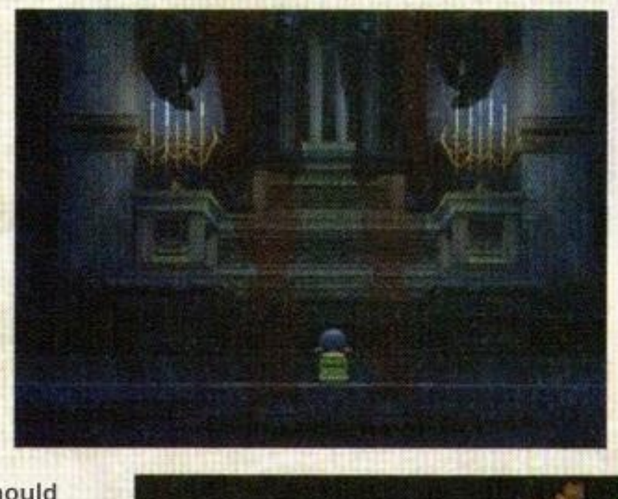
An Adventurer who stopped by the Lion's Fountain in South San d'Oria was approached by a patron, Shalzarion, who said he had an interesting story to tell. Upon delivering the requested item, Shalzarion tells the Adventurer the story of Reinemard's ghost.

↑ "Sharzalion is the State Church At the underground altar, Reinemer He claims to have encountered the ghost of Reinimar

San d'Oria Q62 "The One Hidden in Darkness"

Client: Curilla

Upon hearing rumors about her father, Reinemard, Curilla entrusted the Adventurer with her father's heirloom pocket watch, asking him to confirm the truth of the story. Upon visiting the cathedral's basement, the Adventurer faints just as he thinks he has encountered Reinemard. When the Adventurer regained consciousness, the pocket watch that should have been in his possession was gone, and instead, he was holding old-fashioned leg armor. Just then, Pope Shamonde arrived. Upon hearing what had happened to the Adventurer, the Pope suddenly became enraged and left in a hurry. After hearing the Adventurer's account of the events, Curilla speculates that there might be some secret hidden within the Armor.



↓ The ghost that appeared said to the Adventurer: "K "Lilra, is it?" he calls out, but?

↑ Upon hearing about the ghost of Lainimard, Shamand reacts with heightened sensitivity.

Next Page

Check: Red Mage Reinemard

Rainemard was a renowned Red Mage in San d'Oria. His mysterious death is also well-known, and Shalzarion speculates that his ghost appeared to take revenge on those who drove him to his death. Furthermore, as the story unfolds, it is revealed that Rainimard's daughter is Curilla, the current commander of the Temple Knights.

Check: Unlatchable Shoes

Old foot armor that the Adventurer had somehow come to possess. When the adventurer shows this to Curilla, she tries it on, but something prevents her from putting her foot inside. At that moment, Trion, the first prince, appears and explains how to purify the armor so it can be equipped. After that, when the Adventurer purifies the old Armor, it turns out to be the Warrock Boots, shoes that only experienced Red Mages can equip. Upon learning the truth about the shoes, Curilla's suspicion grows stronger that the rumored ghost could be her father, Rainymard. However, she also wonders why he would appear in the Cathedral.

San d'Oria Q63: "A Wandering Soul"

Client: Curilla

The Adventurer, who continued to investigate Reinemard's death, discovered Reinemard's body in the Garlaige Citadel, killed by an unknown assailant and crammed into a box. The Adventurer immediately returned to the royal capital, but in the city, incidents were occurring where Reinemard's ghost was attacking members of the State Church. There, the true heroic spirit of Reinemard appears and defeats the undead who have taken his form.

↑ Curilla, who had rushed to the scene, was manipulated by the undead, but her father came to her aid, and she was saved.

Come, bearer of the red. ***Fin***

Check: The Church's Swirling Conspiracy

Until the very end, it remains unclear who killed Reinemard and why. However, through Curilla's discomfort with the church's atmosphere and Reinemard's warning to "beware of the church," the story is portrayed as if the San d'Orian Church was involved. Particularly noteworthy is the demeanor of Pope Shamonde. He displays unnatural anger at the rumors of Reinemard's ghost, and when the ghost attacks the church, he watches the situation with a knowing look before disappearing.

QUEST STORY GUIDE

Thief

Thief

Job Quest

Quest series: Windurst Q72, Windurst Q73, and Windurst Q74

The Echo of Atalforne

Vauderame gathered Thieves who were active in various regions. He asks the group to help him form an agreement with the remnants of the Atalforne band of thieves, who were notorious in the past.

Character

Vauderame

Known as "Vauderame of Gentian." Although he belongs to Tenshodo, much about his identity remains unknown. Plotting to contain the Atalforne band of thieves.

Nanaa Mihgo

The Windurstian "Thief Mithra." He suspects there's something behind Vauderame's request and sets out to uncover their true intentions.

Lynzaza

One of the remaining members of the Atalforne band of thieves. He retired from active service and is currently living out his retirement in the tower of the Sauromugue Champaign.

Sneaking Tiger

One of the remaining members of the Atalforne band of thieves. It seems he is staying in the port town of Selbina.

Pol'Ar

One of the remaining members of the Atalforne band of thieves. A ruthless man who kills those who lose at dice games.

Wings Q72 "Gather at Tenshodo"

Client: Nanaa Mihgo

Related: San d'Oria M1-2 "The Rescue Drill" (→P.56)

Nanaa Mihgo and the Adventurer decided to take on Vauderame's request together. His request, which gathered Thieves from various regions, was to obtain signatures from the remnants of the Atalforne bandit group on a memorandum requesting consideration for Tenshodo. The Adventurer, having met Sneaking Tiger, completes the challenging task he set and delivers the signature to Tenshodo.

↑ Sneaking Tiger challenges you to steal some Kudaf-style stew as a test of your skills.

Check Vauderame of Ryuto

Vauderame, the central figure in this quest series, also appears in San d'Oria Missions (→P.56) and Three Nations Missions (→P.123). In those Missions, he appears only as an associate of the mysterious nobleman Rochefogne. However, his true identity and purpose will gradually be revealed throughout the Quest series.

Next Page

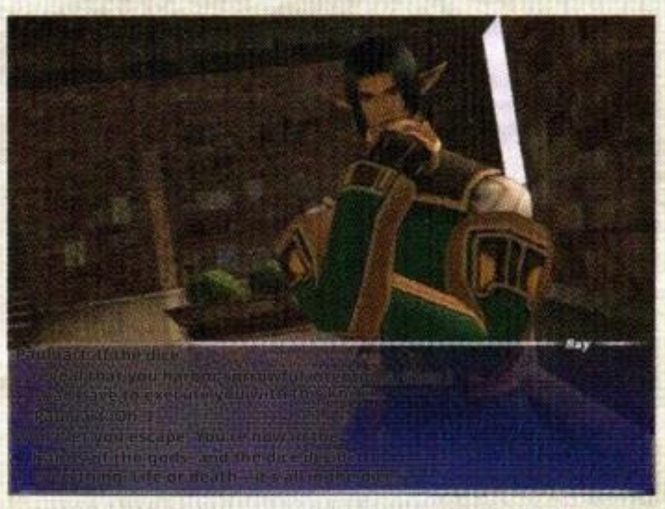
Windurst Q73: "The Treasure of the Atalforne Bandits"

Client: Nanaa Mihgo

Nanaa Mihgo sensed something unnatural about the message left by the remnants of the Atalforne bandit gang. She suspected that Vaudram was after the treasure the bandits had stolen in their final heist, and believed the sign was a coded message pointing to its location. To get the sign once more, Nanner forges a memorandum and, along with the Adventurer, heads to the remnants.

↑ Nanaa Mihgo realizes that the signature on the memorandum doesn't match the Remnant's initials.

The Adventurers in charge are two individuals: Rinzaza, who is enjoying retirement in the Sauromugue Champaign, and Poral, who relishes murder as a game of dice. The Adventurer, having demonstrated their skills, managed to obtain a sign from each of them. Once the two signs reached Nanner, she immediately began deciphering the code.



↑ Bolar, who doesn't hesitate to kill based on the roll of the dice. The Adventurer draws on the Goblin's wisdom and defeats him.

Windurst Q74: "The Glory of the Principality"

Client: Nanaa Mihgo

Related: Promathia END-3 "In Search of an Eternal Name" (→P.174)

After deciphering the word "Tavnazia" from the code, Nanaa Mihgo notices another hidden code within the memorandum. At her request, the Adventurer visited the Thieves who had initially been summoned to Tenshodo to collect the ciphers, and together with Nanner, they deduced the keyword "Oldeal." Nana and the Adventurer explored the area around Ordelle's Caves, as indicated by the cipher, and discovered the treasure of the Atalforne Bandit Gang. At that moment, Vauderame suddenly appears with his remaining forces and renders the Adventurers unconscious. They vowed to revive the band of thieves, erased the memories of the two, and vanished.

↑ Nanner now speculates on the connection between the now-defunct Marquisate of Tavnazia and the band of thieves.

↑ The treasure that Nanaa Mihgo and the Adventurer found contained old cloaks and armor. Vauderame and his group appear before the two, who are feeling suspicious.

← Vauderame, who knocked the Adventurers unconscious, was a member of the Atalforne band of thieves. He departs with his comrades, vowing to restore his homeland, Tavnazia.

The Echo of Atalforne *Fin*

Check the meaning of the code

The remaining members of the Atalforne band of thieves who received the memorandum number eight in total. According to Nanaa Mihgo, the initials of each signature are "V," "Z," "A," "N," "A," "T," and "A." When you rearrange these letters to make sense, the word "TAVNAZIA" --- Tavnazia --- comes to mind.

Check With the aim of reviving the principality

As revealed during the Quest, Vauderame was originally a member of the Atalforne Bandit Gang. They had been inactive since their leader, Atalforne, was killed shortly after The Crystal War. So why have they suddenly begun working to restore the Marquisate of Tavnazia? The reason for this is likely that Atalforne, who had escaped to the west under the guise of being poisoned in prison, has returned to the mainland. Additionally, it's likely that he successfully forged an alliance with Rochefogne, the last survivor of the House of Tavnazia. This background is depicted in San d'Oria Q20 "No Low Blood Flows" (→p. 236) and San d'Oria M8-1 "Light Bringer" (→p. 63), among others.

Check: Vauderame Knights

Upon the bandit group's resurgence, the Vauderame declare their return not as the "Atal Forne Bandit Group," but as the "Vauderame Knights." This move likely reflects a concern that the bandit group's name is too widely known, as well as an effort to conceal Atal Forne's survival and to signal their determination as knights protecting the newly established Marquisate of Tavnazia. In fact, in Promathia END-3 "In Pursuit of an Eternal Name," the returned Atalforne himself makes a similar statement.

QUEST STORY GUIDE

Paladin

Paladin

Job Quest

Continuous Quest: San d'Oria Q64 - San d'Oria Q65 - San d'Oria Q66

The Birth of a Knight

Balasiel, a former knight who now administers trials to test the aptitude of aspiring knights. Adventurers also visit him with the aim of becoming a Paladin.

Character

Balasiel

An old man standing on a street corner in Hound Alley, a district in the lower part of South San d'Oria. He once served as a knight enfeoffee of the Royal Knights, and even now in retirement, he continues to pass on the skills of knighthood to the townspeople.

San d'Oria Q64: "Apprentice Promotion Exam"

Client: Balasiel

While spreading the ways of the knights, the Adventurer encounters the famed Balasiel and is tasked with retrieving the root of the Resurrection Tree from King Ranperre's Tomb. The Adventurer brilliantly completed the task and was recognized as a knight apprentice.

↓ Barachel, with a slightly more serious tone
When you've grown, come see me again.
"Go rest," he tells the Adventurer.

San d'Oria Q65: "Apprentice Promotion Exam 2"

Client: Balasiel

Recognizing the Adventurer's growth, Balasiel presents the next challenge. The task is to visit the waterfall in Ordelle's Caves and bring back proof that you reached it. With a hint from someone who was once given the same challenging task, the Adventurer successfully completes this task as well.

↓ The Adventurer finds stalactites at the waterfall
Bring back a stone droplet as proof.

San d'Oria Q66: "Knight Promotion Exam"

Client: Balasiel

Some time has passed since the previous test, and Balasiel, recognizing the Adventurer's further growth, presents the final challenge. After deciphering the "Book of Trials" given to them, the Adventurer obtains the "Book of the East" and the "Book of the West" from the knight guarding the castle gate. These contain the next riddles. In Davoi, the location indicated by the two books, the Adventurer obtained the soul of a knight and was recognized as a Paladin.

↑ Balasiel grants the title of knight to the Adventurer who delivers the hilt of an ancient sword known as the "Knight's Soul."

Check: Investiture Officer Balasiel

This quest series depicts an Adventurer overcoming challenges set by Balasiel to acquire the Job of "Paladin". It seems that teaching Adventurers the ways of the Paladin is something of a hobby for her. However, as one would expect from a former knight investiture officer, the tasks seem to mirror the actual recruitment exams faced by San d'Orian knights.

Check: Three riddles

◆ **Text from the "Book of Trials"**

In the distance, there are those who yearn for the mighty knights. That person knows the beginning of the trial. When in doubt, know the east and know the west.

◆ **Text from the "Book of the East"**

A mighty current flows southward from the island in the water. Where it ends, those who have stagnated gather.

◆ **The text of the "Book of the West"**

There are those who shatter themselves into pieces to harm others. That person becomes a constellation, guiding the way forward. The knight's soul lies dormant where that person gazes.

To overcome the challenge, one must decipher three books, each of which is difficult to understand. To explain, the Book of Trials indicates that the person holding the Book of the East and the Book of the West —the main focus of the test—must be at the castle gate. The Book of the East states that the destination is Davoi, and the Book of the West reveals that the soul of the knight lies southwest of Davoi.

The Birth of a Knight — *Fin*

Continuous Quest **San d'Oria Q67** ▶ **San d'Oria Q68** ▲ **San d'Oria Q69**

Pride of the Sword

Ailbache, a tearful boy, and his father, Knight Exorosh, a Weapon enthusiast. Behind the interactions between this father and son, a shadow of conspiracy lurks, threatening to shake the very foundations of the knight order.

Character

Ailbesh
A crybaby boy from North San d'Oria. I want to go fishing, but I just can't find the opportunity.

Bilbert
A fine young man who serves as the acting captain of the Exorosh squad. He's close with Ailbéch.

Vermalpoe
The father of Royal Knight Schzarroe, who disappeared after being suspected of being a traitor.

Exzolosch
The knight squad leader and father of Ailbèsch. Since losing his wife, he has become particular about his Weapon.

Trion
Commander of the Royal Knights. He is currently investigating the collusion with the Orc that caused a commotion within the Knights a year ago.

Nager
A woman who was close to Suzaro. She often posed for the paintings he created.

San d'Oria Q67 "Sharpen the sword."

Client: Aylbesh

The Adventurer, having met the young boy Ailbesh, agreed to his request and set out to retrieve the Oldeal grindstone. When the Adventurer returns to the royal capital with the grindstone, Ailbesh appears excited, saying, "I'm going to sharpen my father's sword now."

↓ To the Adventurer who delivered the grindstone.
As a thank you, Ailbesh and gave him the Onas Sword.

Check: His father's rusty sword

The sword Aylbess refers to is the beloved blade Exorosh used when he was actively serving as a knight. Exorosh's wife had meticulously cared for that sword, but ever since she was killed by an Orc, Exorosh has paid it no attention.

San d'Oria Q68 "Little Prince"

Client: Ailbesh

Aylbesh hears the legend of a knight who obtained treasure from a fish and suggests that the Adventurer try fishing as well. An Adventurer caught a giant fish called Nushi. When the fisherman cleaned the fish, a pair of Royal Knights' boots emerged from its belly.

↓ Boots linked to the espionage incident
Boots found by four Adventurers
That's what Trion says.

Check Knight Order Boots

The boots the Adventurer found inside the Nushi belonged to a royal knight named Shuzarow. This Suzaro was a knight suspected of collaborating with Orcs during an incident within the Order a year ago. After that, Shuzalou disappeared, and the case was closed without a clear resolution. However, Trion, who had received the boots, was convinced of Shuzalou's death and used this as an opportunity to ask the Adventurer to re-investigate the case.

San d'Oria Q69 "Sword of Oath"

Client: Trion

At Trion's request, the Adventurer investigated the circumstances surrounding the missing knight Shuzalow, the owner of the boots. With the help of Vermalpoe and Nager, the Adventurer discovered a letter left by Shuzalow. It revealed the truth: he and Bilbert were the traitors. Around that time, Ailbésh had been invited to go fishing and was visiting the Jugner Forest with Bilbert. Faced with the Adventurer who had rushed to the scene, Bilbert confessed that he had killed Suzaro, unable to bear the weight of his conscience, and held Ailbésh hostage in defiance. However, Egzolosh appeared and defeated Bilbert, restoring his pride as a father and a knight. There was a beloved sword that his son had polished. Guzorosh. In his Exorosh held the reward for the Adventurer. ↑ Letting go of his attachment to armor

↓ Confronting Gilbert

Check: Without relying on tools

Exorosh was trapped in the belief that he had lost his wife because his equipment was shoddy. That's why he's so particular about his gear—so much so that people tease him for being obsessed. However, upon seeing the beloved sword once cared for by his wife and his son Ailbache, who shared his father's belief that the rightful victor would prevail, Exorosh realized that what a knight truly needs is not fancy armor, but pride and a noble spirit. With that in mind, Exorosh, having defeated Vilbart, regrets his past neglect and expresses gratitude to the Adventurer who awakened him.

The Pride of the Sword ***Fin***

QUEST STORY GUIDE

Dark Knight

Job Quest

Continuous Quest: Bastok Q75 ▶ Bastok Q76

The One Who Faces Karma

The Dark Knight—it's a path where you carry the burden of "karma" in battle, including sorrow and hatred. Adventurers will learn the meaning of resolve from Zaid, the greatest Dark Knight wielding the Dark Sword in this era.

Character

Zaid

A seeker of the Dark Sword and the second-in-command of the Mythril Musketeers. He is widely hailed as the strongest Dark Knight, but he has now left his homeland and is living a life of wandering.

Gumbah

A Galka boy who lived with Werei on her Reincarnation journey. Receives a letter from Zaid addressed to Werei.

Werei

The oldest member of Galka, who lives in Bastok. Recently, he embarked on a Reincarnation journey.

Volker

The captain of the Mythril Musketeers. He has a deep connection to Zayd and is searching for his whereabouts.

Bastok Q75 "Dark Sword"

Client: ——

When the Adventurer visited Werei's home, Gumbah, who lived there, told him that Werei had embarked on a Reincarnation journey. Gumbah, lost in memories of Werei, suddenly remembered and told the Adventurer about a time when Mithril Musketeer Captain Falker had come inquiring about the whereabouts of the Dark Knight Zaid of Galka. "Why don't you ask Zaid to teach you the Dark Sword?" Gumbah suggests. Relying on sightings, the Adventurer heads to Palborough Mines and encounters Zoid in one of the mine tunnels. He said, "The ancient black sword, 'Chaos Bringer,' Zoid. You should already have earned the right to be a Dark Knight." We'll likely meet again somewhere, Zoid," "If you seek to same path..." Zoid said to the Adventurer, giving him the sword and telling him to stain it with deeds. After confirming the Adventurer's resolve and the number of Monsters he had defeated, Zoid recognized him as a Dark Knight. He told him to try it.

Check: The Sword of Vengeance

The Great Sword Kaos Bringer, given to you by Zayd, is a subpar weapon with nearly negligible Attack, and its weight likely contributes to its slow attack rate. To gain Zayd's recognition as an Adventurer, one must use this sword to defeat a staggering 100 Monsters. Perhaps Zayd, by forcing the Adventurer to repeatedly fight with a Weapon that didn't suit them, aimed to make them personally experience the "karma" of taking a life—its sorrow and futility.

Bastok Q76 "Deathbringer"

Client: ——

If you can make the Chaos Bringer glow even darker through your deeds, I will grant you new power — The Adventurer, having received a letter from Zayd through Gumbah, once again took up the black sword. After many battles, the Adventurer visited Gusgen Mines and was reunited with Zaid. He recognized the Adventurer's skill and bestowed upon him the sword of true karma, "Deathbringer."

↑ As Zaid hands over Death Bringer, he wishes the Adventurer well on his path as a Dark Knight.

Check: A sword that gleams black

Zaid often repeats the phrase "make your sword shine black" to his younger Adventurer apprentice, who is following the path of the Dark Knight. That's because these words succinctly capture Zayd's philosophy of the "Dark Sword." And in the Quest series that begins with Pastook 077: "The Dark Legacy," featured on the right-hand page, the story will unfold around this theme.

Those who face their karma **Fin**

Continuous Quest: Bastok Q77, Bastok Q78 ▶ Bastok Q79

Does its blade shine black?

The Weapon of the master craftsman Gevitz, who had crafted Zayd's armor, began to stir, thirsting for blood. In the battle to shatter it, Zayd reveals to the Adventurer what the Dark Sword truly is.

Character

Zaid, the seeker of the Dark Sword. Noticing the ominous movements of Gevitz's Weapon, he sends a letter to Cid.

Raibato

Cid's assistant. He studies Gevittz's writings in an effort to revive the art of Black Iron Smithing.

Cid

The head of Metalworks. Receives a letter from Zaid and asks the Adventurer to assist him.

Bastok Q77: The Dark Legacy

Client: Raibato

In Cid's lab, Raibato approached the Adventurer and asked them to find a book called "The Secret Art of Black Iron Smithing" for research purposes. The Adventurer follows the clues to the book's location and finally secures it in the distant land of Giddeus.

↑ Cid, upon seeing the book he brought home, familiar, is the author, Gevitz's He says the name is

Bastok Q78 "Prisoner of Darkness"

Client: Cid

Related: Bastok M8-1 "Chains of Shifting Sands" (→P.85)

Cid remembered that Gevitz, the author of "The Secret Art of Black Iron Smithing," was the black iron smith who crafted Zayd's armor. Zaid then informs him that Gevitz's Weapon has transformed into a monstrous entity, causing unrest in Ordelle's Caves. The Adventurer, who had been asked by Cid for help, joined Zayd on the scene. They shatter the axe and sword forged by Gevittz and defeat his own spirit, which had been trapped in darkness and unable to reincarnate. His soul, freed from the darkness, reveals why he couldn't reincarnate.

Zeld: Losing the talent you've mastered in that path...? Gerwitz: That's not all! There are far too few who inherit the skills of the Black Iron Smith. What on earth did I accomplish in this world?!!! He left the remaining work with the scythe to Zaid and the Adventurer, and then ascended.

↑ Gerwitz says he couldn't bear not passing on his skills to future generations.

Bastok Q79: "The Grim Reaper's Blade Glistens in Black"

Client: Zaid

"Does your blade shine black?" --- After asking this, Zayd asks the Adventurer to destroy the scythe that has become a monster due to Gevitz's karma. The Adventurer lures the scythe to Delkfutt's Tower and then proceeds to destroy it with great skill. Having witnessed everything, Zaid once again explains to the Adventurer what he considers "karma" to be and what the "Dark Sword" that bears it represents.

↑ Upon seeing the Armor that Gevitz had left for Adventurers, Zeid began to share his philosophy.

Does its blade shine black? *Fin*

Check: The Secret Techniques of Black Iron Smithing

Bastok Q49 "The Black Art" (→P. 266), the smithing techniques for black iron were once passed down within Galka. While black iron is now recognized as a strong metal, there was a time when it was dismissed as worthless due to its weight and the difficulty of processing it. In fact, despite being an excellent technical text, "The Art of Black Iron Smithing" was donated to the Windurstian Library and ultimately taken by Giddeus's Yagudo.

Check Gevitz's Karma

When Zaid asked Gevitz why he hadn't been able to reincarnate, he revealed that it wasn't just concern over the powerful Weapon he had forged turning into a monster. He also feared losing his memories through Reincarnation, especially the knowledge of Smithing black iron. After listening to Gevitz's story, Zaid expresses understanding for his actions. He recognizes that a new generation of hope is emerging, much like the adventurers, and frees Gevitz's soul from his burden.

Check Zaid's Philosophy

Zaid: Because we understand the fragility of life and the delicacy of the soul, we know that our souls are not eternal. Don't cling too tightly to life; don't let fear hold you back. Don't let fear of your soul burning out hold you back. Regret is not something we concern ourselves with. I, too, will follow my own path. You follow your own path. You should be able to grasp something more valuable than cheap words like justice. If you ever doubt the path you're taking, look at your blade and ask yourself. "Does your blade shine black?" he asked...

QUEST STORY GUIDE

Beastmaster

Job Quest

Continuous Quest: Jeuno Q19 ▶ Jeuno Q58 ▶ Jeuno Q59

Connecting hearts

Brutus, who runs a Chocobo stable in Upper Jeuno. As Adventurers interact with him, known as a master Beastmaster, they develop a heart that forms bonds with animals.

Character

Brutus

The stubborn owner of the Chocobo stable in Upper Jeuno. He lavishes his animals with boundless affection.

Oskar

A boy who works as an assistant at Brutus's stable. He takes care of Chocobos that have become Adventurers.

Dietmund

A Beastmaster who raises Chocobos in Lower Jeuno. His motto is rigorous, Spartan-style training.

Jeuno Q19 "Wounded Chocobo" (→P.305)

The Adventurer, upon visiting Brutus's stable, encounters a Wounded Chocobo. The Chocobo appears to have been abused, as it is afraid of people and doesn't seem to want to eat medicinal herbs. Following Oskar's advice, the Adventurer patiently fed the Chocobo herbs, helping it open up and successfully treating its wounds. However, Dietmund showed up, claimed ownership of the Chocobo, and left, saying that animals should be disciplined strictly.

Jeuno Q58: Sins of the Father

Client: Dietmund

Upon hearing that Dietmund's son had fallen ill, the Adventurer visited his home. Dietmund asks the Adventurer to procure the roots of the Night Flower, which can be used as medicine. Dietmund joined the Adventurer who had found the flowers on Qufim Island, but they didn't know where the crucial roots were. Then, the Chocobo that had healed the Adventurer's injuries appeared and dug up the Night Flower root.

↑ "Why did you help me even though I mistreated you?" Dietmund asks the Chocobo.

Jeuno Q59 Path of the Beastmaster

Client: Brutus

When the Adventurer stopped by the stable in Upper Jeuno, Dietmund appeared. He bowed to the Chocobo that had saved his son and promised to come and fetch it someday. Watching this, Brutus recognizes the Adventurer's Beastmaster potential, as they have handled the situation amicably.

↓ Dietmund, with the Beastmaster, work hard. He vows to return to his original purpose and

by connecting with his heart

Fin

Check The Chocobo that rushed to the rescue

In Jeuno Q19, "Wounded Chocobo," the Chocobo was utterly terrified by Dietmund's appearance. However, in this Quest, Chocobo shows consideration for its owner, Dietmund, throughout, perhaps because it never forgot its bond with its master despite the mistreatment. And that is what prompts Dietmund to change his ways.

Check: What is the heart of a Beastmaster?

Dietmund: I'm sure you could become a great Beastmaster. Do your best! (To Brutus) I'm sorry for saying something awful to you the other day. Brutus: Hmph. It's fine as long as you know.
Dietmund: Right now, I don't deserve to have a Chocobo... Please take good care of him. Brutus: Sure, you can count on me. I'll raise it to be the best Chocobo.
Dietmund: Please wait here for me, okay...? (Leaves) Chocobo: Queek!! Kweee!! Brutus: I guarantee you, someday Aitsu will definitely come to pick up Chocobo. And when that time comes, this Chocobo will happily go home with him. That's the Beastmaster.

Continuous Quest **Jeuno Q60** ▶ Jeuno Q61 ▶ **Jeuno Q62**

The bond between master and servant

During The Crystal War, there were Beastmasters who were used in the conflict and lost their lives. The culmination of his quest for vengeance, whose very existence was buried in Darkness, reveals to the Adventurer the profound bond between Beastmaster and beast that transcends even death.

Character

Brutus

The head of the Beastmasters. He seems down after the death of his Chocobo, who had been with him for a long time.

Oskar

Brutus's assistant. Can make a trainer's whistle used to tame beasts.

Shalott

Oskar's female friend. She talks about the beautiful beast's collar hidden in Castle Oztroja.

Dietmund

A Beastmaster who changed his ways thanks to the Adventurer. He notices something unusual about the beasts in The Eldieme Necropolis.

Valpa

A Beastmaster street performer who was forced to cooperate with the military during The Crystal War. He plots revenge against humans.

Tebi

Opoopo, who served Balpa. He was used in the Great War and died, and now wanders as a spirit.

Jeuno Q60: The Golden Feather

Client: Brutus

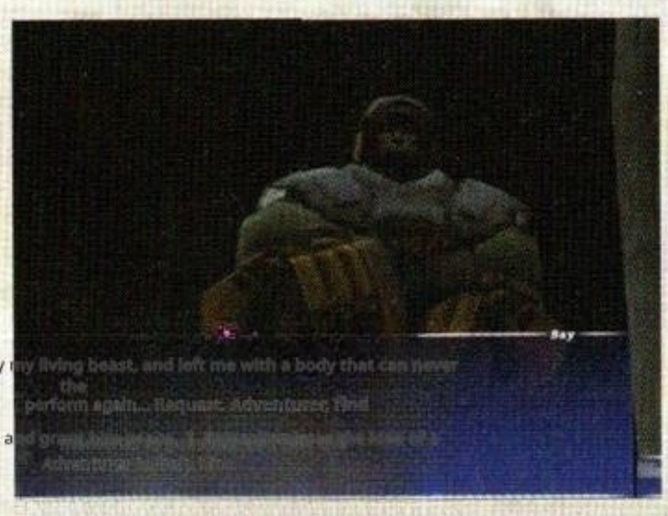
When the Adventurer spoke to Brutus, he looked dejected and said that he had lost his Chocobo, the one he had been with the longest. Then, he asks the Adventurer to bring him a Bell of Unwavering Faith so that his departed Chocobo can ascend to heaven.

↓ The deceased Chocobo's child
I won't forget that... Brutus
The adventurer quietly promises to do so.

Jeuno Q61: "Those Scattered in Darkness"

Client: Brutus

The Adventurer was tasked by Brutus with performing a memorial service for the beasts conscripted during The Crystal War. While the Adventurer is performing a memorial ritual in Fei'Yin, the ghost of the Beastmaster Balpa, who was sacrificed in the Great War, appears. Balpa speaks of the sorrow he and the beasts feel, and implores the adventurer to help him seek revenge. The Adventurer, having escaped and returned to Jeuno, told Brutus about the ghost. Then he said, "Speaking of which, what about the spirit of Opoopo, Tebi, who was used in the war and now wanders around Castle Oztroja, unable to find peace?" Baipah: "There's no reason why only humans should survive, right?" Baipah: "Have you ever thought about that?" Baipah: "Do I really understand their true sorrow?" I want you to remember and hold a memorial service for them. That's what I want. You understand how I feel, don't you? Baipah: They took away my living beast, and left me with a body that can never perform again... Request: Adventurer, find the head Tebi seeks. I can never forgive what was done to me. ▼ Deliver the wheel and grant Balpa's wish. ▲ Confront the ghost of a Beastmaster with his own revenge.



Jeuno Q62: "A New Dawn"

Client: Dietmund

Upon learning that the beasts of The Eldieme Necropolis had begun attacking people, Dietmund asked the Adventurer to handle the situation. At the ancient tomb, Balpa was waiting for the Adventurer. He attempts to attack the Adventurer, but upon seeing Tebi appear, he refrains from seeking revenge.

↓ Reunited with Tebi, Balba feels
He remembers the warm days with Tebi.

The bond between master and servant

Fin

Check: Balpa's Envy

The Beastmaster and street performer Barpa, who appears as a ghost before the Adventurer, recounts that during the Crystal War, the human kingdoms took away his beloved beasts for their own purposes, and he was left with a body unable to perform. Believing that fellow Beastmasters would understand his sorrow and anger, Balpa asks the Adventurer to help him seek revenge.

Check: The highly popular Beastmaster

After the Adventurer learns from Brutus about Opo Opo's spirit, Tebi, his assistant Oskar tells him about a Beastmaster street performer who gained popularity during The Crystal War. It is said that the performer had Opo-Opo, who wore a beautiful collar, perform various tricks. This Opo-Opo is Tebi in life. Tebi was wandering around Castle Oztroja because he was looking for the beast collar his master had given him. So, the Adventurer learns from Oskar's friend, Shalott, about the collar hidden in Castle Oztroja. He then finds the collar and delivers it to Tebi.

Check: Bond

It was Barba's doing that caused the beasts in The Eldieme Necropolis to begin attacking humans. Furthermore, Balpa sought to take control of the Beastmasters who had come to quell the beasts, aiming to enact his revenge against humanity. However, when Tebi's spirit appeared, the situation changed completely. Balpa recalls the days he spent as a street performer alongside Tebi—remembering the joy of being a Beastmaster and the bond he shared with his beloved beasts—and finds peace alongside Tebi.

QUEST STORY GUIDE

Bard

Bard

Job Quest

Continuous Quest: Jeuno Q63 ▶ Jeuno Q64 ▶ Jeuno Q65

A melody that gives shape to feelings

The young Bard, Meltel, unable to bear the pain of a broken heart, gives up singing. It was then that the legendary Bard, Llewelyn Hart, appeared before him.

Character

Mertel

A young man who has just experienced heartbreak. Because of his grief, he loses sight of his path as a Bard.

Lohengrin

A legendary Bard about whom it is said, "Wherever he goes, poetry follows."

Jeuno Q63 "Desperate Bard" (Part 1)

Client: Meltiel

Mertel is drinking at the Bard's Tavern in Lower Jeuno. When the Adventurer listened to his story, it seemed he was feeling down after being dumped by his lover. The Adventurer heads to the Buburimu Peninsula in search of a wonderful Song that will help him recover.

↓ Mertel, heartbroken after a failed romance
Is in despair, and even the Song
He dismisses it as nonsense. Roux

Check: Prelude to a Broken Heart

Mertel is drowning his sorrows in alcohol, feeling as if the world has come to an end, all because he has parted ways with his lover, Maribel. In his deep sorrow, Meltel willingly rejects poetry and song, the very calling of a Bard.

Jeuno Q64 "The Old Song Monument"

Client: Ruwenhart

An Adventurer who visits the Song Monument on the Buburimu Peninsula encounters a Bard. The poet, Luwenhart, speaks of the beauty of the Song engraved on the monument, explaining that a poet is someone who shapes feelings into a Song and conveys it to others.

↓ A story from Luwenhart
Upon hearing this, the Adventurer, at the Song Monument,
Copy the Song onto paper.

Check: Nocturne of Distant Love

Engraved on the Song Monument of the Buburimu Peninsula is a song of tragic love, composed about lovers who have been separated. The yearning for a lover who might be listening to the same sound of waves on an unfamiliar shore, far across the sea—this poem, which poignantly expresses that heartbreak, though never masterfully composed, has long been cherished by Bards. Lou Wenhart is also one of the poets who loves this song.

Jeuno Q63: "The Desperate Bard" (Part 2)

The Adventurer handed a copy of the Song Monument to Melter, but he rejected it, saying it was an old song. Then, Reuvenheart appeared and suggested facing the Song.

Jeuno Q65 "Bard Jobget"

Client: Luwenhart

The Adventurer had heard that the counterpart to the Song Monument on the Buburimu Peninsula was located in the Valkurm Dunes. Upon arriving there, Melter and Luwenhart appeared. Luewenhart reveals his poetic soul to all.

↓ Luwenhart is an adventurer
A bard who understands the soul of the song and the adventurer
He acknowledged me as a person.

Check: A Rondo that Conveys Feelings

Mertel called the Song of the Buburimu Peninsula old-fashioned. However, moved by Luwenhart's words, he faced the Song of the Buburimu Peninsula and visited the Song Monument of the Valkurm Dunes, its counterpart. In response to Merter, Luwenhart confessed that there are times when even he doesn't know why he sings. And he says that it's precisely at such times that he visits the Song Monument to recall the feelings he can put into the Song.

A melody that gives shape to feelings

Fin

Continuous Quest: Jeuno Q66 ▶ Jeuno Q67 ▶ Jeuno Q68

A Song of Eternal Love

A peculiar tradition that Bards have kept alive since ancient times. The Adventurer who took on the quest would follow the tale of a forbidden love between a certain Bard and Queen San d'Oria...

Character

Mertel
A young Bard who is trying to recover from a broken heart.

Beki Tobujija, a bartender at the Bard's Tavern. He asks the Adventurer to handle a certain job.

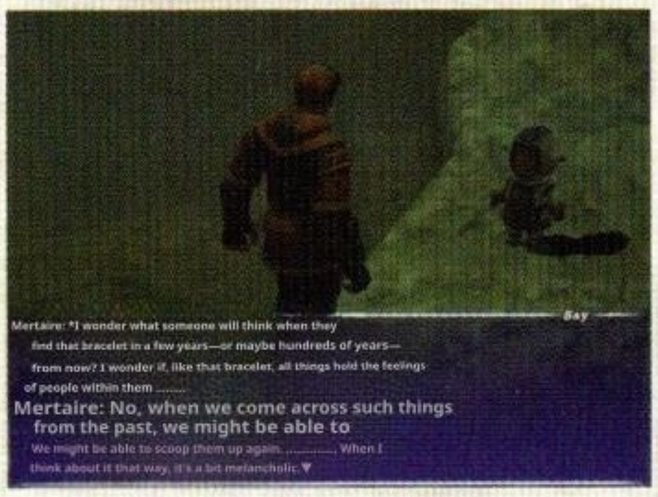
Imasuke, an old man who stands on the outskirts of Jeuno Harbor. He has a soft spot for antiques.

Chalvator, a gardener from a family that has served the queens of San d'Oria for generations.

Jeuno Q66 "The Damaged One"

Client: Mertaire

Upon a long-awaited reunion, Meltel asks the Adventurer to immerse a bracelet, filled with memories of a lost love, in the Fountain of Oblivion at Ranguemont Pass. When the Adventurer reached the spring, Meltel appeared, saying that he still wanted to personally sink the bracelet. As he sinks the bracelet, he muses that perhaps the Bard's role is also to sing of the emotions that dwell within objects.



↑ What will the person who finds the bracelet hundreds of years from now think? ... Mertaire lets his thoughts wander to the distant future.

Check: Items that hold people's feelings

When Meltier threw away his cherished bracelet, he suddenly wondered, "What will someone think if they find this bracelet hundreds of years from now?"he wonders. Then, he muses that perhaps it's the Bard's job to turn the feelings hidden within an object into a song. These words form the theme for a series of consecutive Quests leading to Jeuno Q67, "A Requiem for Whom."

Jeuno Q67 "A Requiem for Whom"

Client: Beki Tobujija

Beki Tobujia, a barkeeper and poet, asks an Adventurer to take on a certain task. The task is to perform a requiem for the "Poet of Tragedy" who lies buried in The Eldieme Necropolis. As the Adventurer headed toward the ancient tomb and sang before the poet's coffin, the poet's spirit suddenly appeared.

↓ The poet's spirit, the Star Ring, and the adventure. It hands it to the person and then disappears.

Check: The Tragic Poet

According to Beki Tobujija and the patrons at the tavern, the Poet of Tragedy has been known among Bards for a very long time. He committed a grave crime in San d'Oria and was executed. At the same time, it is said that the task of dedicating a requiem to him is a tradition that has been passed down among Bards since ancient times.

Jeuno Q68: "Where the Wheels of Time Intersect"

Client: Imasuke

The Adventurer showed the Star Ring to Imasuke, an expert in antiques. Following his instructions, the rust was removed, revealing an inscription on the ring in the ancient San d'Oria script. When the Adventurer asked Chalvator, the gardener at Chateau d'Oraguille, about the ring, he recounted the story of the tragic love between a poet and the former Queen of San d'Oria. Then, to honor the love between the poet and the queen, he asks the Adventurer to place the Star Ring and the Moon Ring—symbols of their feelings—at the queen's grave.

↓ The Adventurer placing the ring before the grave. There, the spirit of the queen appeared, bowed, and vanished.

↑ When the Adventurer returned to Chateau d'Oraguille, the spirits of the poet and the queen, who had finally been united, ...

Check The Poet and the Queen's Vow

Once upon a time in San d'Oria, there lived a bard who was favored by the king. However, the poet eventually fell in love with the queen, knowing it was forbidden. He secretly crafted the Star Ring and the Moon Ring, and they vowed to be united in the next life. After that, the king found out about their relationship, and the poet was poisoned to death by the king.

The Chalvator family, who have served the Queen of San d'Oria for generations, received the Moon Ring from the queen at that time and have carefully guarded it to this day. Upon seeing the Star Ring discovered by the Adventurer, Chalvator believes the time has come to fulfill the wish of the Poet and the Queen, who vowed to be united in the next world, and entrusts the two rings to the Adventurer.

Song of Eternal Love *Fin*

QUEST STORY GUIDE

Ranger

Job Quest

Windurst Q75 "Fanged One"

Client: Perii Vashai

Check those who have the "Fang"

The King of Fangs that Perry Vashai speaks of is an aged member of the Sabertooth Tribe that dwells in the Sauromugue Champaign. This sword tiger hunts with its "fangs" and, upon its death, leaves behind nothing but its "fangs." Perry showed this to the Adventurer, aiming to teach that a Ranger must possess a "Fang" as a means of living in nature and as a testament to death.

Character

Pelli Vashai

The Windurstian chief of Mithra. Though her eyes are closed, she is revered by her tribe as an exceptional archer.

Pery Vashai recognized the Adventurer's potential to become a Ranger. She tells the Adventurer that if they want to earn the right to hunt, they must learn the ways of "nature" from the King of Fangs.

↑ Pery, upon learning the significance of the King's "Fang" from the Adventurer who brought it back, recognizes them as a Ranger.

Windurst Quest Series Q76 ► Windurst Q77 ► Windurst Q78

Mother, child, and Sin Hunter -- a person who hunts down sin in the name of Mithra's justice. The Sin Hunter, who had appeared in The Middle Lands, was pursuing Semih Lafihna to hunt down the sins of a mother and child who had died over 20 years prior.

Character

Semih Lafihna

Mithra, the leader of the Guardian Warriors. She was orphaned during The Crystal War, and there are no records of her mother.

Scary M

A Sin Hunter who came from the southern homeland of Mithra. She's pursuing the sins of Behrati and her daughter.

Siu Befrati

Mithra came to The Middle Lands over 20 years ago with her mother, who was the chief of the Fire Tribe. Has she already passed away?

Pery Vashai

The chief of Mithra. He is being questioned about defending the convicted mother and daughter, the Bralatis, over 20 years ago.

Kou Renbaralako

Mithra, who works for the Smithing Guild in the port town of Mhaura. It seems he knows about what happened over 20 years ago.

Yow Rabtnah

A Mercenary from the Fire Tribe. About 30 years ago, he crafted the Bow of Light from a stone he brought back from the north.

Windurst Q76 "Sin Hunter"

Client: Perry Vashai

Related: Windurst Q67 "Twin Stone Bond" (→P.295)

Check: The Sin Hunter's Investigation

The Adventurer, having visited the Windurstian Perry Vashai, was entrusted with a pair of Twinstone earrings to deliver to Semih Lafihna. The Adventurer, having traversed the Ranguemont Pass and the Jugner Forest, finally found Semy. Just as the earrings were handed over to her, the Sin Hunter Scarly M suddenly appeared. Scally M says she's here to hunt down a sin committed over 20 years ago involving a certain Mithra chieftain. After that, she appeared in Windurst and asked Perry what had happened in the past.

the King's Tearworms, and Semi...
case. The scent of sin
Scary M investigates to

↑ Scarly M suspects that Perry is helping criminals and covering up their crimes.

According to Scaly M, during The Crystal War, Mithra, a tribal chief who committed a grave crime over 30 years ago, fled with his daughter to the Mindartia Continent. The Sin Hunter at the time confirmed that the sinful chief was slain by Perii Vashai, and that the sinful chief's daughter also died at that time. However, that Sin Hunter recently passed away, and it seems he left behind the words, "The sinner's daughter is alive." That's why Scaly M returned to investigate the case. Scally M seems to suspect that Semih Lafihna, a Guardian Warrior and a war orphan with no known past records, is the sinner's daughter, and that Perii Vashai helped cover up Semih's past.

Next Page

Windurst Q77 "Tribe of Fire"

Client: Perry Vashai

Related: Vana'diel Past Q24 "The Great Mithra War Breaks Out" (→p. 384)

Perry Vashai asks the Adventurer to speak with Kou Lenbaralako of Mhaura, who knows about the sinner. According to Kou, the criminal Nev Befrati took her daughter Siu to The Middle Lands, where she was captured and killed by the Yagudo army. Siu was rescued by Perry's team, but it seems she succumbed to grief over losing her mother and passed away. Scally M, who had been listening to the story, asked the Adventurer to corroborate Kou's testimony. Scally M confirms the death of mother and daughter after checking the twin stone earrings of the Befrati mother and daughter that the Adventurer had found. On the other hand, she voices a suspicion that Perry might be hiding the Bow of Light—the very bow that led to Nev committing a grave sin and was brought to The Middle Lands over 20 years ago.

↑ According to Kou Lenbaralako, both the sinner and her daughter died over 20 years ago.

↑ While having the Adventurer search for evidence, Skalie M was gathering information about the Bow of Light.

Check: The bond symbolized by the Twin Stones

When Mithra wants to show her origins or her parent-child relationship, she uses a pair of gemstone earrings as a personal token. Gemini stones come in pairs, and Mithra gives one of the stones to those with whom she has formed a bond as a token of trust. Especially for Mithra who has a child, sharing the stones between mother and child serves as a protective talisman for the parent-child bond, while also serving as proof of their relationship.

Check: Nev Befrati's crime

Nev Befrati was the chief of the southern Mithra tribe, the "Tribe of Fire." The crime she committed over 30 years ago was "kinslaying." In truth, the tribe's Mercenary Yow Rabtnah was targeted by the Shadow Lord after being summoned by the Bow of Light. Nev failed to protect him, resulting in his death. However, due to internal discord within the tribe at the time, Nev's blunder was viewed as "kinslaying."

Windurst Q78 "Break those chains!"

Client: Perry Vashai

Related: Three Kingdoms Common M4-1 "Steal the Magicite" (→P.124)

When the Adventurer visited Perry Vashai, Semih Lafihna also appeared again. Instead of answering Semi's questions about her own past, Perry advised her to listen to what Kou Lenbaralako had to say. She asks the Adventurer to follow Semi as well. Ku recounted the efforts Semi's mother made to save Siu Befrati, and then sent Semi northward. Then, to the Adventurer who remains, he reveals the truth he had been keeping from Semi: that it was Perry who, to save the sinner's daughter, switched the piercings of his own daughter with those of the sinner's daughter.

The Adventurer and Semi, who had reunited in the northern lands, encountered Siu herself, who was alive. Siu reveals how Perri saved her, how she had been hiding in the north to purify the Bow of Light that triggered the great crime nearly 30 years prior, and, most importantly, the truth about Semi's mother. She then entrusts the now powerless Bow of Light to Semi. Scally M takes the bow—the root cause of it all—from Semi and returns to her homeland. And then, Semih spoke softly to his mother, whom he had finally found... to Perry.

↑ From Shiu Befrati's lips, Semih Lafihna learned about her mother.

↑ Knowing everything, Semih exchanges words with his mother, Peri Vashai, albeit awkwardly.

Check: The Truth

Over 20 years ago, Nev Befrati, armed with the Bow of Light and accompanied by her daughter Siu, traveled to The Middle Lands to defeat the Shadow Lord, the sworn enemy of her clan's Yow Rabtnah. However, when Siu is captured by the Yagudo army, Nev seeks help from Perry Vashyai, who has a unit stationed nearby. Pery borrowed the Bow of Light to rescue Siu, but Nev was killed in that battle. Believing that Siu would be accused of her mother Nev's crime of "kinslaying," Perry declared his own daughter dead. He gave Siu his daughter's twin stone earrings and sent her north, beyond the reach of the Sin Hunter. After that, he informed the Sin Hunter, who was tracking the mother and daughter Befrati, of their deaths. The Sin Hunter then returned to his homeland, keeping the truth to himself.

Check Bow of Light

The Bow of Light is crafted with Magicite that Yow Rabtnah brought back from the North. As a result, it was an incredibly powerful bow, but it also had the ability to unleash the user's hidden desires. Its influence was so powerful that it caused discord within the Fire Tribe over 30 years ago, ultimately leading to Nev being charged with a grave offense. Perry, who used the Bow of Light, is said to have closed his eyes of his own volition to deny visible desires and escape the bow's influence.

Mother and child

Fin

QUEST STORY GUIDE

Samurai

Job Quest

Frontier Q35 "A request from a certain swordsmith"

Client: Job Rube

Character

Joclybe

A skilled swordsmith who works in Norg. Gilgamesh asks him to make a sword.

Gilgamesh

The leader of Norg's pirate band. He is also a formidable warrior who has mastered the way of the Samurai.

The Adventurer, who had visited Norg, approached the swordsmith Jokuribe, who looked troubled. Although Gilgamesh had commissioned him to forge a sword, it seems he was struggling due to a shortage of materials needed for traditional swordsmithing. The Adventurer, tasked with procuring them, enlists the help of the people of Norg to gather the missing materials. Joklibe receives the materials and spends three days and three nights forging a single sword. Gilgamesh then appears, explains the significance of asking the Adventurer to procure the materials, and entrusts him with a nameless sword.

↓ Norg uses a Crystal blend. Without using components, using ancient techniques. He says he's making a sword.

↑ The meaning of the sword and power through the request. The Adventurer who has experienced its true worth is called a "Samurai." Gilgamesh acknowledges this.

Check: Discuss the meaning of the request

Gilgamesh: Originally, a "sword" was... It's something that requires a connection between the souls of both the maker and the user. Synthesis is indeed wonderful. But we must never forget the traditions that have been passed down since ancient times. Wielding a sword without understanding its essence is something that should never happen. That's why, even today, Norg still uses that kind of request to ensure that those with great ability understand its essence. We deliberately refrain from conveying its true meaning. Understand the meaning of the power you wield, and dedicate that power to what you believe in. The Samurai's creed—this is what Bushido is. Having experienced numerous battles, you already possess the qualities of a Samurai. Swear by the sword you wield, and the power within you will respond.

Continuous Quest: Frontier Q36 ▶ Frontier Q37 ▶ Frontier Q38

Calming the Imperial Spirit

A request from Norg, who appeared before an Adventurer following the path of the Samurai. The story that unfolds from there reveals the connection between the ill-fated maritime nation and Norg .....

Character

Joklibe

Norg's swordsmith, who serves Gilgamesh. He was asked to forge a sacred sword for use in rituals.

Gilgamesh

The leader of the pirates. He asks an Adventurer for help to solve the incident that occurred in Norg.

Frontier Q36 "Sacred Blade"

Client: Jokuribe

The swordsmith Jokuribe entrusts the Adventurer with a task, relying on their skills as a Samurai. He asks you to gather the materials needed to forge a sacred sword for an upcoming ritual. The Adventurer defeated the Pugil monsters that dwell in the Sanctuary of Zi'Tah and obtained a crystal scale, one of the required materials. The Adventurer then delivered it to Jokuribe along with a nameless sword that would serve as the base for the divine sword.

↑ After the Adventurer completes the task, Jokuribe asks for their help with the upcoming ritual as well.

Check The Pirates' Ritual

The grand ceremony that Jokuribe is preparing for is "Yomi Sending," which is also the title of the next Quest. This ritual is said to guide souls who have lost their way back to where they are supposed to return. The pirate organization Norg conducts the requiem ritual because they have a deep connection to a certain fallen nation.

Next Page

Frontier Q37 "Journey to Yomi"

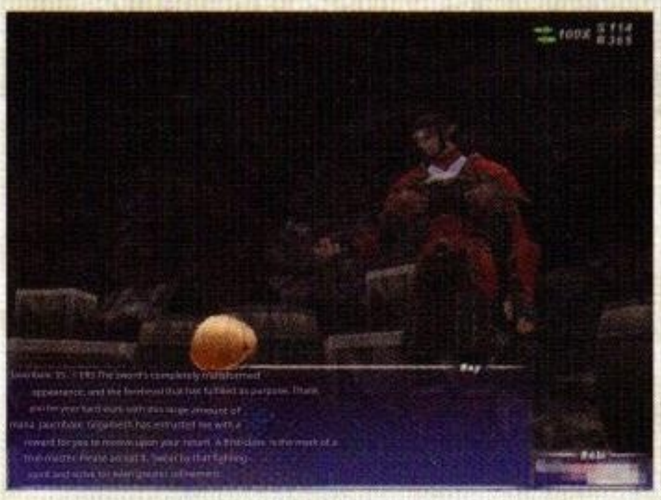
Client: Gilgamesh

Related: Promathia 2-2 "The Forgotten City" (→P.156)

Jokuribe announced that the ritual was drawing near and ushered the Adventurer into the leader's room. Gilgamesh, who had been waiting, spoke of the connection to Norg and the Marquisate of Tavnazia, which perished during the Crystal War, and asked the Adventurer to assist with the ritual "Yomi-Sagari" to quell the spirits of the dead from the Marquisate.

First, the Adventurer obtains the Yomotsu-Okiri feather needed to complete the divine sword in the Labyrinth of Onzozo. Wielding the sword "Shinto Yomi Hirasaka," forged by Jokuribe using the feather, the Adventurer headed for the coast of the Valkurm Dunes, where many who had fallen from Tavnazia had perished. Then, the Adventurer, having thrust the sacred sword into the beach and performed the "Yomi-tsukuri" ritual, defeats the vengeful spirits that appear and succeeds in freeing the souls bound by their resentment.

↑ Gilgamesh outlined the ritual and entrusted its execution to the Adventurer, who wielded the nameless sword.



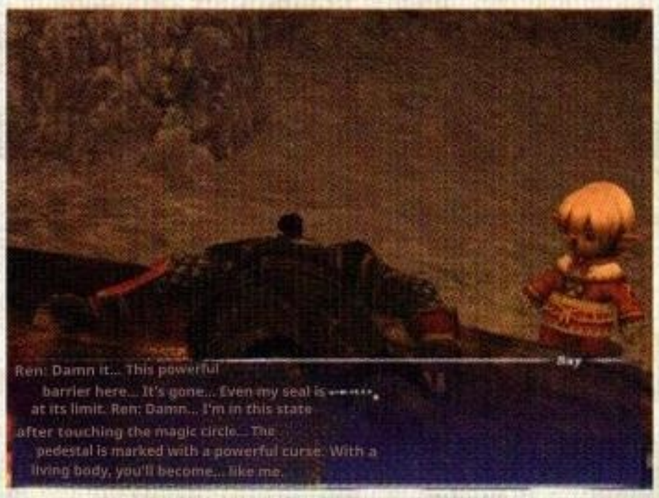
↑ A ceremony to honor Adventurers who have safely completed the ritual, where Jaucribaix hands over the reward entrusted by Gilgamesh.

Frontier Q38: "Heirloom of the Predecessor"

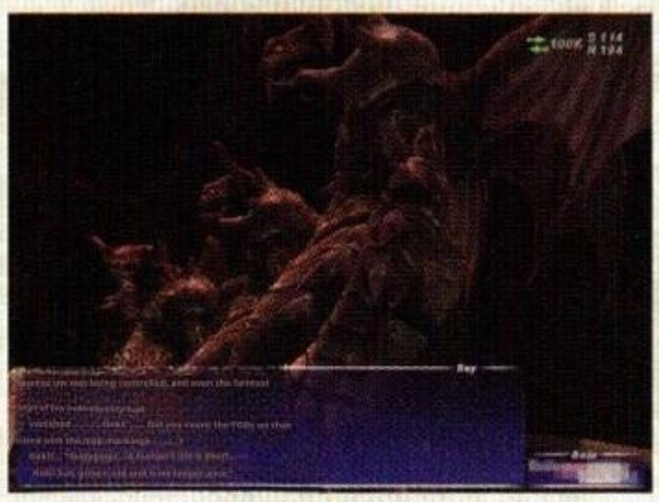
Client: Gilgamesh

Gilgamesh, having welcomed the Adventurer, explains that the helmet belonging to Norg's previous leader has been stolen. Moreover, the helmet is a cursed item that seals the demon the previous leader fought. Gilgamesh asked the Adventurer to retrieve the helmet, warning that if the seal were to be broken, the consequences would be dire. The Adventurer, having gathered information from Norg's spies, learns that the thief who stole the helmet has headed for the Palb Mine and that the seal has begun to break. The Adventurer receives an anti-demon amulet from Joclive that can suppress the power of demons, and then defeats the resurrected demon to retrieve the helmet.

↑ It is said that Norg's previous leader placed a powerful seal on the "Meizen Peach-Formed Helmet" to imprison the demon.



↑ The culprit fled into the Beastmen's magic circle placed in the Valbro Mine. Even when Norg's people pursue them, they are powerless against the magic of the magic circle.



← The magic circle's power breaks Tsubaki's seal, reviving the demons. The Adventurer annihilates them in a fierce battle.

Soul Calming *Fin*

Check Norg and Tavnazia

According to Gilgamesh and Joklibe in this Quest, the Marquisate of Tavnazia was a deeply connected land to Norg, often referred to as his "home on land." In its heyday, Tavnazia was renowned as a maritime nation that traded with distant continents. At the same time, it is said that they used pirates and bandits to gather various treasures. In fact, before moving to Elshimo Island, Norg's pirates were based in Tavnazia and operated as privateers for the principality. Therefore, many in Norg refer to the fallen Tavnazia as their "now defunct homeland."

↑ Gilgamesh points to the flag of the Marquisate of Tavnazia displayed in the room and discusses the connection between Norg and Tavnazia.

Check: The Thief's Fate

According to the Norg who was pursuing the Meijin Peach-shaped Helmet, the thief who stole it is just an unknown thief. He planned to make a name for himself by accomplishing a great feat, so he infiltrated Norg aboard a pirate ship and stole the helmet. However, the thief then, instead of making a name for himself, heads for the Beastmen's magic circle deep within the Palbro Mine to break the helmet's seal. It seems the thief was manipulated by the demon sealed within the helmet, and was used as a tool to break the seal.

↑ The thief who was inside the Magic Circle. A sinister aura rises from the Myozen peach-shaped helmet he wears.

QUEST STORY GUIDE

Ninja

Job Quest

Bastok Q80: "Ayame and Kaede"

Client: Ensetsu

Character

Ensetsu

Ayame and Kaede's father. It seems they want to buy back the items they sold to Tenshodo.

Kaede

The younger sister of the Mithril Musketeer Ayame. She suspects her father, Ensetsu, is hiding something.

Kaede tells the Adventurer that Ensetsu is secretly coming and going from Tenshodo. Upon investigation by the Adventurer, it was revealed that Ensetsu was trying to retrieve an item he had sold to Tenshodo. The Adventurer, who had been asked for help, visited Norg to track down the item. After the transaction, Ensetsu recovers the unbreakable dagger he seeks—an heirloom of his late wife, the legendary Ninja Yomi.

↑ After conveying his wife's wishes to Kaede, Ensetsu hands the Adventurer a book containing the secret techniques of the Ninja.

Check: The legendary Ninja Yomi

Yomi, Ensetsu's wife and Kaede's mother, was a Ninja who served Norg. When Yomi became pregnant with Ayame, she decided to live as a mother and sealed her Ninja sword. However, that very sword is the Unyielding Short Sword that appears during the Quest. Ensetsu sold the dagger, fearing that his daughters would follow the path of the ninja, and also due to financial difficulties. However, as Kaede reached an age where she could stand on her own, Yomi decided it was time to pass on the "shinobu" spirit she had entrusted to the dagger, and so she sought to buy it back.

Continuous Quest: Frontier Q39 ▲ Frontier Q40 ▶ Frontier Q41

To My Beloved

The legacy of "Mitsunari, the Poison Master," sought by Norg's ninja, Ryoma. This quest eventually reveals the connection between Mitsunari and Yomi, as well as the "feelings" they left behind.

Character

Ryoma

A Ninja who belongs to Norg. He's actually Yomi's older brother, and he dislikes Ensetsu.

Yomi

Ensetsu's late wife. It seems he met Mitsunari during his final mission as a Ninja.

Leodalion

Mitsunari's grandchild by a different parent, and his apprentice. Currently researching the techniques Mitsunari left behind.

Kagetora

A man who works at the Tenshodo Bastok branch. He was once a Ninja under Norg and had feelings for Yomi.

Ensetsu

Yomi's husband and Ayame and the others' father. He knows about Yomi's final mission.

Ayame

The eldest daughter of Ensetsu and Yomi. As a member of the Mythril Musketeers, she tracks Norg's movements.

Frontier Q39

"20 Years of the Pirates"

Client: Ryoma

Ryoma of Norg, believing the Adventurer to be a skilled Ninja, asks them to decipher an ancient document written over 20 years ago and solve its mystery. According to Kagetora of Tenshodo, who is knowledgeable about ancient documents, Yomi obtained it during her final assignment, and it contains information about the location of a certain treasure. Having heard the story from Ensetsu, the Adventurer, like Yomi, tracked down the location indicated in the ancient document, overcame a booby-trapped mechanism, and found a box made of intricate woodwork. ↓ Ensetsu, upon seeing the intricately crafted wooden box, remarks that it appears to have been buried recently, but?

Check: New inlaid wood box

Twenty years ago, Yomi, along with Kagetora and Ensetsu, tackled deciphering the ancient document. After obtaining valuable information in Rabao, they investigated the location indicated in the document and unearthed a box made of intricate woodwork. Then, in the present day, an Adventurer digs up the spot where Yomi discovered the box and finds the inlaid wooden box buried there. Of course, this box wasn't discovered by Yomi; rather, someone familiar with the ancient documents reburied it (see the right page).

Next Page

Frontier Q40: "To Leave a Legacy of Thoughts"

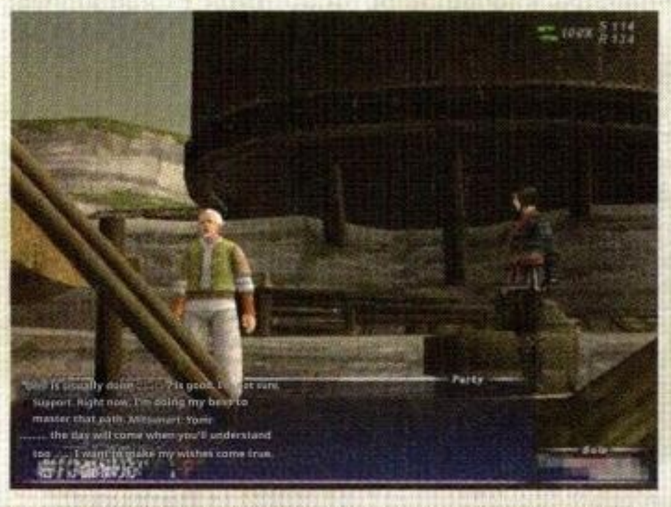
Client: Ryoma

The wooden box the Adventurer found resembled the work of the late inventor "Poison Master Mitsunari." Realizing this, Ryouma instructs the Adventurer to gather information from Ensetsu in order to obtain Mitsunari's as yet undiscovered legacy.

Having learned from Ensetsu that Yomi had met Mitsunari's grandson, the Adventurer headed to Rabao and encountered Leodalion, the grandson who had inherited Mitsunari's skills. He explains that Mitsunari used a technique to summon spirits and left behind his legacy. At Leodalion's request, the Adventurer performs the ritual and defeats the summoned dead spirit on the ship.

Leodalion, who had met the Adventurer in Selbina, was disappointed to learn that nothing could be obtained from the spirit. Then, Kagetra and Ensetsu appeared. They reveal that the spirit was Mitsunari himself and show Leodalion the letter he had dropped. Then, they conveyed the importance of what Mitsunari truly wanted to leave behind—"feelings"—rather than techniques or tools.

↑ Leodarion, Mitsunari's grandson, was deeply absorbed in experimenting with the techniques Mitsunari had left behind.



↑ It's said that Yomi and Mitsunari once discussed the meaning of leaving behind one's "thoughts."

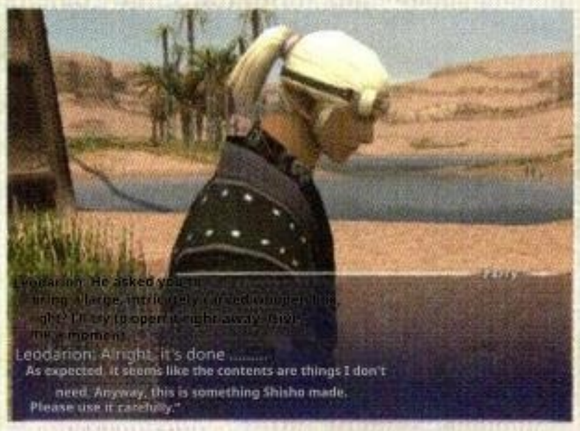
Frontier Q41: "The Soul Within Objects"

Client: Ryoma

Related: Bastok M6-2 "The Pirate's Cove" (→P.84)

The box of Mitsunari's intricate woodwork, which Yomi had once found, had been taken by the Sahagin. At Ryoma's request, the Adventurer retrieved the box from the Sahagin and asked Leodalion to open it in Ryoma's presence. However, the box was empty, and Ryoma couldn't hide his bewilderment. Then, before him, appeared Ayame, a Mithril Musketeer. She revealed that she had been watching Ryoma's every move and told Leodalion that the "feelings" contained within the box were Mitsunari's true treasure. After hearing this, Ryoma leaves, realizing it was all a waste of time. Immediately after that, Leodalion realized the box held a clue to opening another box containing the true legacy. He then asked the Adventurer to retrieve that box.

↑ Ayame says that she was even keeping an eye on her uncle Ryoma as part of her duties as a Mithril Musketeer.



↑ Leodarion opens the box containing Mitsunari's true legacy and hands its contents to the Adventurer.

To my beloved

Fin

Check Leodarion's goal

Leodalion made a living by experimenting with the techniques his grandfather had passed on. During that time, he learns that Mitsunari, through the art of summoning the dead, left something for him. This sparks the idea of seeking a collaborator to bring that art to life. So, Leodalion thought that if he recreated the situation where Yomi had previously found Mitsunari's wooden box, someone from Norg would come to him, his grandson, driven by the desire for Mitsunari's legacy. He therefore buried a newly made wooden box in the desert. And so, he asked the Adventurer who showed up, as expected, for help.

Check: Yomi and Mitsunari

According to Ensetsu, Yomi met Mitsunari when she was young. At that time, Mitsunari asked Yomi who she wanted to leave her thoughts to, but she couldn't answer. Time passed, and when Yomi became pregnant, she finally grasped the meaning of Mitsunari's question. She sought to pass on her beliefs to her daughters by leaving them a dagger that would never come loose. Just like her, Mitsunari likely sought to convey his dedication to invention and technological development to Leodalion, even as a spirit—so says Ensetsu, admonishing Leodalion for merely copying his grandfather's techniques.

Check Ayame's empathy

Ayame, who appeared before the Adventurers, explained that while for Ryoma it was just a box, for Leodalion, the intricately crafted wooden box was an invaluable treasure. Leodalion acknowledges this, and in response to the feelings Mitsunari entrusted to the box, he says that he must not only imitate his grandfather but also chart his own path.

Ayame recognized Leodalion's feelings because, like him, she too understood the message her mother Yomi had entrusted to the dagger that never left her side. That's why she continues to guide herself as a musketeer, with the "spirit of endurance" her mother left her as her creed (→P.84).

QUEST STORY GUIDE

Dragoon

Dragoon

Job Quest

San d'Oria Q70: The Sacred Seal

Client: Waorrez

Character

Waorez, a renowned Scholar who studies the Dragoon.

Silanus

An individual currently in prison, believed to be the Dragon Knight.

Rahal

The Commander of the Royal Knights, a close friend of Sylanus.

Seeking information about the Dragoon, who had not been seen in recent years, the Adventurer attempted to visit Sylanus, rumored to be the Dragoon. However, it was reported that Sylanus had died in an accident while in prison. After that, following the advice of Waulez, a leading authority on dragon research, the Adventurer obtained a dragon egg—essential for a Dragoon. Furthermore, the egg hatched in the presence of Yashemid, a student of Waorles, but it was none other than Yashemid—who was, in fact, the living child of Silanus. In front of Rahal, who had rushed to the scene, Silanus bathed in the blood of the baby dragon and declared that he would become one with his evil dragon. Rahal and the Adventurer, aided by the power of the baby dragon, track down Sylanus and defeat him at the Ghelsba Outpost. ↓ After defeating Silanus, the Adventurer who has formed a soul bond with the baby dragon earns the title of Dragoon.

Check The mark on the dragon

To become a Dragoon, one must form a soul bond with a dragon hatched from an egg. However, newly hatched dragons possess either a "holy mark" or an "evil mark" depending on their nature. If a bond is formed with a dragon bearing an evil mark, the Dragoon will eventually be controlled by the dragon and become the property of the evil dragon.

Silanus once found a new dragon egg and hatched it, but the dragon had an evil mark, causing it to be controlled by the dragon. Upon learning this, Rahal had Silanus confined in a prison to prevent his close friend from becoming an evil dragon. Incidentally, the Adventurer's dragon fortunately had a sacred mark.

Continuous Quest: San d'Oria Q71 ▶ San d'Oria Q72 San d'Oria Q73

Last Dragoon Recall

The Adventurer, who initially takes on a small request from a townsperson, soon finds themselves drawn into a conspiracy that shakes the very foundations of the Royal Knights. At the heart of the incident was the shadow of the "Last Dragoon."

Character

Miu

A town girl living in the royal capital. She is looking for a craftsman who can repair her father's keepsake.

An employee of the Slorian Bulger Trading Company. Looking troubled because she couldn't meet her quota.

Rahal

Commander of the Royal Knights. Currently investigating an attack targeting a Royal Knight.

Balasiel

Former knight commissioner. He has a history of changing Ancolen.

Ranslyom, an elderly craftsman from the town. He is also, in fact, Burgel's father.

Bourgerie, president of the Bourgerie Trading Company. He dislikes his father.

Ankoren

Former Deputy Commander of the Royal Knights. But isn't he supposed to be unaccounted for?

Elparacion

The legendary Dragoon known as the "Last Dragoon."

San d'Oria Q71: "The Craftsman Never Sleeps"

Client: Miu

The Adventurer met a girl named Miu on a street corner in the royal capital. She asks Lancelium to repair her father's heirloom, but it seems that an Altepa grindstone is needed for that. So, Miu asked the Adventurer to bring her a grindstone.

↓ Lancy, who agreed to handle the repairs Yulium suddenly mentions feeling unwell.

Check Ranshlyom's identity

Lanschliom, who appeared before Miu and the Adventurer, is a skilled armor maker who crafted the standard armor for the Royal Knights. However, he saw himself as a humble, ordinary smith, and so he didn't boast about his accomplishments or seek fame or money. As a result, his son, Burguel, mistakenly sees him as "a boring man who only focuses on work."

Next Page

San d'Oria Q72 "A Great Legacy"

Client: Slorian

Related: San d'Oria Q47 "A Keepsake" (→P.244)

The Adventurer, who visited the Burgel Trading Company's warehouse, was asked by Slorian, who was worried about not being able to complete his task, to procure a gold hair ornament. Slorian, delighted to have received the hair ornament and met her quota, reports to Burgeil upon his arrival. However, just then, news of Burgeil's father's passing arrives.

Later, when the Adventurer visits the warehouse, Bulger tells them that on his way back from his father's funeral, he was attacked by someone who stole his father's keepsake. The Adventurer, tasked with retrieving the heirloom, learns from Mew in town that Ranshlyom, whom he had previously met, is in fact Burgel's late father. Mew also gives him an earring that the person who attacked Burgel had dropped. Upon investigation, it was revealed that the earring belonged to the female thief, Esca. The Adventurer, after interrogating her, learns where the stolen items are hidden. He then successfully evades a trap set at the location and safely retrieves the heirloom.

↑ Brougaire, who dislikes his father for always being at work Ruger. He was even thinking of selling off his keepsakes.

↑ The heirloom is the Last Dragon's armor, which Esca seems to have stolen at someone's request.

Check: What is the father's heirloom?

The heirloom of Lan Shliom, which is central to this Quest, is a piece of Armor called a Braille that protects from the waist to the thighs. Lanschliom once repaired this old brae at a customer's request, but it seems the customer never showed up to collect it. In truth, this brae was a rare Draken brae once used by Elparacion, known as the "Last Dragoon."

Check: Father and Son

Upon learning of his father Ranshliom's passing, Brougel openly expressed his resentment toward him. However, when Rahal, the Commander of the Royal Knights, appeared at the warehouse and told him that Ranshlior's armor had saved the lives of many knights, Brougel finally understood his father's way of life: "Tools live when they are used, and craftsmen take pride in that." That's why he hands over the Drachenbrey to the Adventurer who recovered the heirloom, asking them to use it.

San d'Oria Q73 "Those who trust each other"

Client: Rahal

Related: San d'Oria M6-2 "Where the Dragon King Sleeps" (→P.62)

The recent attacks targeting the Royal Knights are the work of the Dragoon Elparacion. Concerned by these rumors, Rahal tasked an Adventurer with uncovering the truth behind the attacks. As the Adventurer's investigation progresses, they uncover that Ankoren, who was once deposed by Balasiel, is plotting to resurrect Elparacion in a bid for revenge against the Order. Elparacion was resurrected before the Adventurer and Rahal as they headed toward the Temple of Uggalepih. However, he didn't fall into Ankoren's trap, and the revenge attempt ended in failure.

● El Barasion, the knight The key to the Darkness attack incident Rahal believes that.

↑ When the Adventurer asks about the situation, Balasiel explains how he deposed Ancolin in the past.

← Ankoren seeks revenge against the resurrected Elparacion. However, Elparacion flatly refused, saying he could never consider taking revenge on the kingdom that had done him such a great favor.

Check: Ankoren's Scheme

Ankoren was dismissed because he "lacked the strength to control his own power." Considering this unjust, he plots revenge against the knight order and the kingdom, and decides to aid Elparacion, who was also dismissed by an unjust royal decree like himself. Then, seeking Elparacion's belongings as a vessel for his resurrection, he tasked Eska with stealing the Blade.

Check Elparacion's final moments

Dragoon Elparacion was said to be the right-hand man of Dragon King Ranpeerre, who brought the Age of Two Dynasties (→P.52) to an end. The commonly known account of his demise portrays a dishonorable end, with the Dragon King, having underestimated his power, plotting his assassination. However, the truth is different. Elparacion, who had taken many lives in the civil war, learned that an evil mark had appeared on his dragon. To restore its sacred nature, he had no choice but to withdraw from battle and retire. However, this was shortly after the civil war had ended, and many sought to take Elparacion's life. So, he asked the Dragon King to help him disappear, and the King, with tears in his eyes, agreed. The two then exchanged a farewell cup.

Last Dragoon Ricoll *Fin*

QUEST STORY GUIDE

Summoner

Job Quest

Windurst Q79: "Seven Colors of Light!"

Client ???

Character

Ajido-Marujido

The head of the Windurstian Orastery. He notices the ruby voice of Carbuncle.

Carbuncle

A Terrestrial Avatar that wields the power of Light. Divided into numerous shining stones, it watched over the world.

The Adventurer obtained the Carbuncle's ruby during his journey. Ajido-Marujido, whom the Adventurer encounters by chance, notices the ruby's voice and teaches the Adventurer how to hear it. The Adventurer, following the ruby's voice, gathers the Light of the Seven Skies and fills the gem with it. Then the Terrestrial Avatar Carbuncle appeared, promising to lend its power to the Adventurer as a bridge between humans and divine beasts.

↑ With Carbuncle's help, the Adventurer qualifies as a Summoner who can form a contract with a divine beast.

Check: The one who notices the ruby's voice

The first person to notice the Carbuncle's ruby voice may not be Ajido-Marujido, but rather the "King" of Cardian, the Joker. Furthermore, the Joker's speech and tone shift depending on whether he has awakened to his mission. These changes are influenced by the progress of the Windas Mission (→P.101) and the series of Quests related to the Star Onion Brigade (→P.287).

San d'Oria Q74 "The Trial of Ice" and more (see the column below)

Client: Grumama and others

Recently, researchers from The Rhinostery have been appearing in various cities. When the Adventurer inquired, they revealed that they were studying the "Protocrystals" that had been discovered one after another. The researchers had managed to awaken the "Great Beast," a divine beast slumbering within the Protocrystal. However, it seems they are unable to proceed with their research due to constant attacks from the divine beast. So the Adventurer challenged the divine beast, awakened by The Rhinostery's tuning fork. They triumphed resoundingly and received the "breath," a part of the divine beast's power.

↓ Slumbering in the Protocrystal
The divine beasts. The reason for attacking us The reason remains unclear.

↑ Adventurer who received the divine beast's breath
Under its influence, a strange atmosphere A cloaked figure appears, but...?

Check: The doll that appeared

When the Adventurer takes the Breath they obtained to the researchers at The Rhinostery, an eerie doll appears and demands that they hand over the Breath's power. Strangely, the researchers not only have no memory of what they discussed afterward, but they also don't recall talking to the Adventurer. This doll was released by a certain magician to steal the divine beast's power that the Adventurer had obtained. The identity and purpose of that sorcerer are revealed in a series of Quests starting with Windurst Q81, "The Puppeteer" (→P.418).

Column: "● Trials" to Obtain the Breath of a Divine Beast

There are six types of Quests, as shown on the right, where you battle divine beasts similar to the "Trial of Ice" mentioned above. Each Quest corresponds to a specific divine beast, but their content is largely the same. In these Quests, after encountering the doll at the Researcher's place, you can either accept the offer to receive an Item related to the divine beast you fought, or decline the offer to gain the ability to summon the divine beast corresponding to the Breath as an Avatar.

◆ List of "○ Trials"

Quest Name	Client	Corresponding divine beast
San d'Oria Q74 "Trial of Ice"	Grumama	Shiva
Bastok Q81 "Trial of the Earth"	Jururo	Titan
Other Q60 "Trial of Thunder"	Ripapa	Ramuh
Frontier Q42 "Trial of the Wind"	Agadopgad	Garuda
Frontier Q43 "Trial by Fire"	Rontaonta	Ifrit
Frontier Q44 "Trial of Water"	Edaltardal	Leviathan

San d'Oria Q75 "Ice Trial - Revised"

Others (see column below)

Client: Kastilsha and others

The guards protecting The Rhinostery's researchers, stationed in various locations, always appeared wounded from losing battles against divine beasts. They ask Adventurers to try an improved tuning fork. Apparently, the improved tuning fork can curb the power of divine beasts, but only the Summoner can interfere with the Protocrystal, and the interferer's abilities are also limited. The Adventurer who tries the improved tuning fork, with the help of the only Carbuncle they can summon, overcomes the divine beast's trial.

● With the improved tuning fork, the divine beast Researchers strongly oppose this if accurate data cannot be obtained.

↑ The defeated divine beast acknowledges the Adventurer's power and enters into a contract to become an Avatar.

Check: Researcher Escort

The guards who serve the researchers at The Rhinostery were originally fellow Adventurers. Although they were recruited by The Rhinostery to serve as escorts, they show no signs of being able to defeat the divine beast, and are forced to continue in their roles. Therefore, when they hear that an Adventurer has defeated the divine beast with an improved tuning fork, they rejoice, believing they can finally return to their previous lives. However, the researcher tells them that data on a divine beast whose power is limited by a tuning fork is meaningless, and in the end, they are not released from their duties as guards.

Windurst Q80 "Moon's Guidance"

Client: Leepe-Hoppe

Related: Windurst M9-2 "Moon Reading" (→P.111)

Character

Leepe-Hoppe

Acting head of The Rhinostery. Investigates why the Windurstian guardian beast has disappeared.

Carbuncle

A Terrestrial Avatar that stands with humanity. Gather the six breaths to revive Fenrir.

Fenrir

The guardian beast of the stars and moon that protects Windurst. It is currently not making any appearances.

Leepe-Hoppe is researching why Fenrir, the Windurstian guardian beast, has disappeared. He believes that the Carbuncle's request from the Ruby holds the key to unraveling the mystery, and so he asks the Adventurer to gather the breaths of the six divine beasts as requested. Carbuncle beckons the Adventurer who has successfully gathered the breaths to the Full Moon Fountain. He was attempting to resurrect Fenrir using the divine beasts' breaths, hoping to gain the creature's help for humanity. Revived at the Full Moon Fountain, Fenrir tested the Adventurer's strength and bestowed upon them the Breath of the Moon, a part of himself.

↓ From the Carbuncle's ruby, a voice is heard Leepe-Hoppe, guided by a voice.

↑ **Fenrir, revived by the power of the six breaths, tests whether the Adventurer has the ability to shape the future.**

Check: To the Children of the Stars

Upon overcoming Fenrir's trial, the Adventurer completes Windurst M9-2 "Moon Reading" (→P.111) and then advances through the Star Onion Brigade-related Quests (→P.287). At that point, Fenrir, with the breath of the moon, entrusts the "Scarlet Animacule" to the Adventurer, requesting, "Please deliver it to those little ones who await the promise." In truth, this Animacule is the heart of the Joker, the "King" of Cardian, in which Fenrir had placed his spirit (→P.288).

■ **After completing Windurst Q45 "Yakusoku," deliver this Animacule to the Star Onion Brigade. You can then experience the event "To the Children," which serves as a sequel to a series of Quests involving them (→P.289).**

Column: "● Trial: Remastered" – Challenging divine beasts with an enhanced tuning fork

Just like the "○ Trial" where you receive the divine beast's breath, the "○ Trial: Remastered" also features six Quests corresponding to the divine beasts you battle. By the way, while the content of the "○ Trial Revisited" is similar to that of the "○ Trial," there are some differences. For example, you contract an Avatar without receiving a breath from the divine beast, a mysterious Magic Doll doesn't appear, and you can't obtain items related to the divine beast.

List of "○ Trials: Remastered"

Quest Name	Client	Corresponding divine beast
San d'Oria Q75 "Ice Trial: Remastered"	Castilsha	Shiva
Bastok Q82 "Trial of Earth: Revised"	Ferol	Titan
Other Q61 "Trial of Thunder: Revised"	Rasia	Ramuh
Frontier Q45 "Trial of the Wind: Revised"	Rahi Forlatti	Garuda
Frontier Q46 "Trial by Fire: Remastered"	Dodomos	Ifrit
Frontier Q47 "Trial of Water: Remastered"	Velktyza	Leviathan

Continuous Quest: Windurst Q81, Windurst Q82, Windurst Q83

My dear old classmates

The mystery of the marauder who steals the power of the divine beast, guided by the voice of the Carbuncle. The Adventurer who pursued it witnessed two classmates, who had shared desks at the Magic School, each going their separate ways.

Character

Ildy-Goldy

An Adventurer from The Rhinostery who is tracking down the whereabouts of Uranmafran. An accident left him unable to use Magic.

Uranmafran

A magician known as the "Puppeteer." He took away the memories of the Windurstians and disappeared.

Carbuncle

The "Child of the Rainbow," a bridge between humans and divine beasts. He claims that someone is stealing the power of the divine beasts.

Rukususu

The head of The Rhinostery. Ildy-Goldy was a classmate from magic school.

Koru-Moru

One of the Three Doctors and the acting principal of The Aurastery. He listens to the concerns of his students, including Ildy-Goldy.

Huepepe

A classmate of Ildy-Goldy, Rukususu, and the others. Currently, he is an active instructor at The Aurastery.

Furakku-Norakku

A classmate of Ildy-Goldy, Rukususu, and the others. He always seems unmotivated and sleepy.

Sannipaboni

A classmate of Ildy-Goldy and the others. A devotee of Shantotto who claims to be her foremost disciple.

Windurst Q81 "Puppeteer"

Client: Carbuncle

Related: San d'Oria Q74 "Trial of Ice" and others (→P.416)

Carbuncle appears before the Adventurer and reveals the existence of a being that is robbing the divine beasts of their power. The Adventurer headed to Bastok, where that person was said to be, and visited a researcher who was studying Protocrystals. At the suggestion of Ildy-Goldy, who had arrived there, he and the Adventurer set off to investigate the Earth Protocrystal. The Adventurers enter the Crystal and notice a single figure. The shadow that transformed into a doll and vanished was Uranmafran, Ildy-Goldy's classmate.

↓ Research with Ildy-Goldy
Research where I was asked about its progress.
I know it's someone, but I can't quite remember.

↑ It was in the Protocrystal
Ildigoldi calls out to the figure by his old friend's name.

Check: The identity of the animated doll

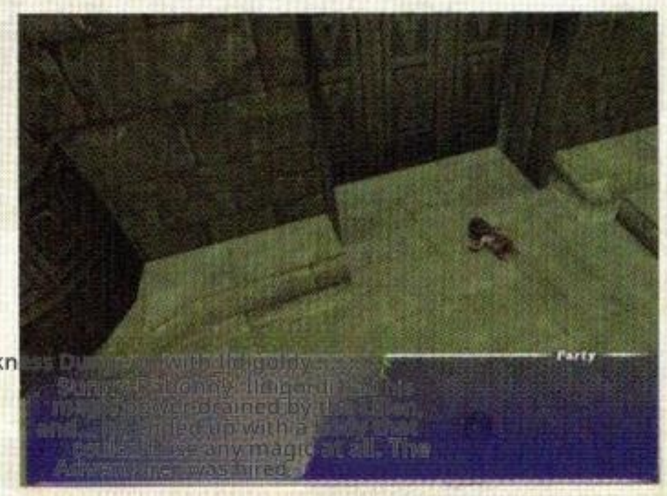
The doll that appears in this Quest is the same one seen in San d'Oria Q74, "The Trial of Ice" (→P. 416) and other places. The doll, which appeared before Adventurers who had received the Breath of the Divine Beast and stole the Breath's power by promising to grant wishes, also erased the memories of researchers. This led many Adventurers to challenge the Divine Beast, allowing them to repeatedly receive the Breath. Upon learning these facts, Ildy-Goldy realizes that the doll was sent by his classmate, Uran-Maflan, and urges the Adventurer to seek help from Koru-Moru, his mentor from his student days.

Windurst Q82: "Circle of Classmates"

Client: Carbuncle

An Adventurer who seeks help from Ildy-Goldy's mentor, Koru-Moru. Koru-Moru had forgotten about Uran-Mafran, but after a series of twists and turns, he managed to regain his memory. According to him, Uranmafran worked at The Manustery, but one day, the Windurstians suddenly took away his memories and he disappeared. After finishing his story, Koru-Moru consulted with Ildy-Goldy and Rukususu, who had arrived, and advised the Adventurer to seek information from the three remaining classmates. The adventurer visited Huepepe, Furakku-Norakku, and Sunny-Pabonny to gather information about Uranmafuran.

Sunny-Pabonny: There was an incident where Uranmafuran, who was my partner for our graduation research, lost the Darkness Tag and was trapped in the Darkn[illegible] but in the end, Uranmafran's purpose remained unknown, and the situation came to a halt without any progress. ↑ According to their classmates,



there seems to be a deep connection between Ildy-Goldy and Uranmafran.

Check: The incident in the Darkness Prison

When you visit Fwe-Pwe-Pwe and the others, they tell you about the connection between Ildy-Goldy and Uran-Ma-Fran. During their time at the magic school, the two were working together on their graduation research when, due to a mistake by Uranmafran, they were trapped in a dungeon that sapped their magic power. As a result, Ildy-Goldy's body lost all ability to use Magic, and she declined the position of head of The Manustery that had been offered to her at the time. It seems that Uranmafuran, who for some reason hadn't lost her magic, was to take over the position instead. However, shortly thereafter, Uranmafuran vanished from The Manustery.

Next Page

Windurst Q83 "Who Is He?"

Client: Carbuncle

Related: Windurst M9-1 "The Doll of the Dead" (→P.110)

Upon receiving news of an incident involving a researcher in Mhaura, the Adventurer headed there. According to the researcher, after the person who brought back the tuning fork collapsed, a Carbuncle appeared and flew off toward the Thunder Protocrystal. When the Adventurer followed it into the Crystal, the Ulmahfran who was there ordered its monsters to attack the Adventurer. Then, it used Magic to control Ildy-Goldy, who had rushed to the scene, and took him away somewhere. After hearing reports from the Adventurer and Rukususu, who had independently gathered information, Koru-Moru realized that Uran-Mafran aimed to gather the power of the divine beasts into an Animacule and resurrect an evil magician. He asked the Adventurer to stop this ambition. The Adventurer follows the clues left by Ildy-Goldy and heads for the Protocrystal of Wind. The adventurer, who confronted Uran-Mafran inside the Crystal, said: "Uran-Mafran, I don't know what you're trying to do, but... please stop now." Uran-Mafran replied: "..... It's just as you say." For this day, any Mafran, having lost Ildy-Goldy's Animacule during that moment of distraction, vowed not to abandon his ambitions and vanished into the unknown. Through their efforts, they successfully seize the Animacule. Uranmafran.

To Ildy-Goldy, who reveals the truth about the incident in his youth, I learn

My dear old classmate, ***Fin***

Check: The Beginning of Ambition

Uranmafran's goal is to use the power of the divine beast to resurrect an ancient evil magician and bring chaos to Windurst. To that end, he had been plotting since his student days, and the incident that led to Ildy-Goldy being confined in the Darkness Dungeon was also deliberately orchestrated. This was because, to achieve his ambition, Uranmafran needed to become the head of The Manustery and master its forbidden techniques (→P.110), and Ildy-Goldy, who was a candidate for the position, stood in his way. So, Uran-Mafran faked an accident and imprisoned Ildy-Goldy in a magic-depleting dungeon. Then, after becoming the head of The Manustery, Uranmafran mastered the forbidden techniques and erased his memory from the people of the country to cut off any pursuit.

Check: The Whirlpool Mage

This time, Uran Maffran sought to resurrect a figure known as the "Whirlwind Mage," Galaz Holrez. Galaz-Horayz was a mage who attempted to overthrow the Windurstian state roughly 350 years ago, and the Windurstian tycoon Honoi-Gomoi is one of his descendants (→P.288).

QUEST STORY GUIDE

Blue Mage

Job Quest

Aht Urhgan Q46 "Desire"

Client: Warword

Character

Warword

Al Zahbi's fortune-teller. He asks you to procure a certain item and deliver it to a comrade.

Raubahn

The captain of The Immortals, the Empress's elite guard composed entirely of Blue Mages.

In Aydeewa Subterrane, where the Adventurer has come at the request of Warwood, he encounters Yasufuru of The Immortals. He said that Warwood's request was to gauge one's aptitude for becoming a Blue Mage, and he urged the adventurer to take his hand if they wanted the power. After taking his hand and losing consciousness, the Adventurer finds himself before Raubahn, the captain of The Immortals, who has appeared without warning. There, the Adventurer is marked with the Blue Mage's sign, the "Spellmark of Zahark."

↑ The Adventurer, having demonstrated the strength of their "thirst for Ka," was granted the power of a Blue Mage.

Check: Fortune-teller Warwood

Warwood, a fortune-teller in the imperial capital of Al Zahbi, doesn't just ask questions disguised as divination. When someone comes to him with a request, he also assesses their aptitude as a Blue Mage... specifically, the intensity of their "thirst" for Ka. A Blue Mage is a Job that uses a "human" body as a vessel, consumes the soul of a "Demon," and gains the power of a demonic being. Therefore, if you choose the path of a Blue Mage, you must continually consume "demons," which will gradually erode your "human" side. For such a Blue Mage to resist succumbing to their inner "demon," they must possess a strong desire for power—"thirst."

Continuous Quest **Aht Urhgan Q47, Aht Urhgan Q48, Aht Urhgan Q49**

I seek the immortal blue power

The path of the Blue Mage, who, despite being human, consumes "demons" and draws closer to becoming one, yet still relentlessly seeks power due to an insatiable desire. The Adventurer witnesses the fate that awaits beyond.

Character

Raubahn

The captain of The Immortals. As a Blue Mage, he challenges Adventurers who have devoured many demons to unlock even greater power.

Waward

A fortune-teller who lives in the Al Zahbi Commoners' Ward and seems to have a close relationship with The Immortals.

Kushdiel

Lassuya's mentor and a clothing craftsman who creates the attire for The Immortals. His conspicuous eccentricities are a flaw.

Lassuya

An apprentice of Al Zahbi's costume craftsman, Kushdeil. She's having trouble with her master, who has a wanderlust streak.

Yasufuru

A member of The Immortals who paved the way for Adventurers to become Blue Mages. He appears before the Adventurer with a special mission.

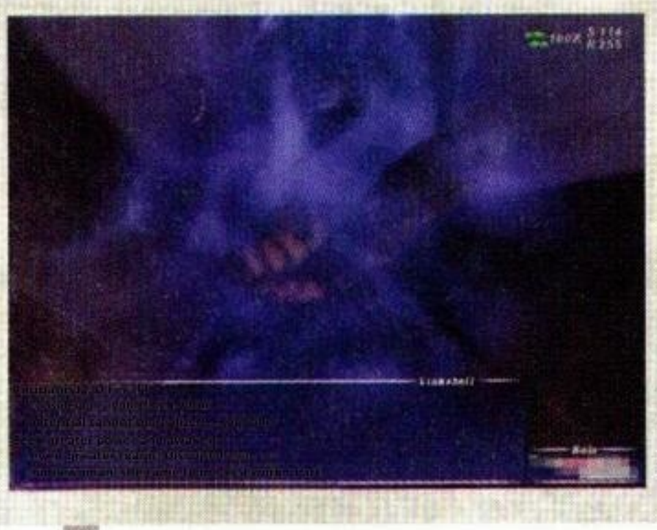
Aht Urhgan Q47 "Open the Gate"

Client: Raubahn

Related: Aht Urhgan M02 "The Immortal Guard" (→P.192)

Raubahn, having contacted the Adventurer via Warword, tells them that if they wish to open a path as a Blue Mage, they must meet with the Immortals stationed at the five watchtowers. The Adventurer withstood the magical power emanating from the Guard, and Raubahn recognized their potential.

↑ The Immortals stationed at each watchpost cast Blue Magic to test the Adventurer's aptitude as an Immortal.



← Having confirmed the Adventurer's power, Raubahn now praises their potential, even though he says they lack the aptitude to become one of The Immortals.

Check: The five members of The Immortals

The five members of The Immortals stationed at the five watchtowers are Nariima, Nashib, Dasil, Waudin, and Meyada. They possess the skills necessary to be entrusted with the watchtowers on the front lines of the battle against the barbarians. However, as Blue Mages who continue to consume magic, they seem to have been influenced by it, as their words and actions appear somewhat unnatural. This likely reflects the fates of Blue Mages that Raubahn describes when sending Adventurers off: "A vessel that, despite being possessed by evil, still strives to remain human," "A vessel that has already accepted evil and merely pretends to be human," and "A vessel that is broken, with both human and evil forces still residing within it."

Aht Urhgan Q48 "Omen"

Client: Raubahn

Raubahn recognized the Adventurer as worthy of joining The Immortals. He instructed the Adventurer to defeat the Fran demon that dwells in the Navukgo Execution Chamber if they were prepared to pursue power as one of The Immortals. The Adventurer who completed the mission and was granted permission to join The Immortals. The adventurer visited the craftsman Kushdiel to receive the Megas armor, the mark of an Immortal, but he was not there. After learning from his apprentice, Lasiya, where Kushdiel was, the Adventurer brought him back from the Aydeewa Subterrane and obtained the Megas armor.

↓ An Adventurer who has shown a thirst for power, Raubahn, recognized as one of The Immortals.

◆ Kushdiel returns to his workshop and hands the armor over to the Adventurer.

Check Raubahn and Warwood

When the Adventurer encounters Raubahn in this Quest, they are drawn into a world of suggestion through the eyes of the fortune-teller Waruud. Raubahn describes that world as "my own realm, isolated from the outside world by the power of the Devourer." Based on these words and the fact that Raubahn's eyes glow with the same light as Warwood's in Aht Urhgan Q46 "Desire" (→P.419), it appears that the two are one and the same. In fact, in Aht Urhgan Q49 "Transformation" (see the right page), there's a scene where Yasufuru confuses the names Raubahn and Warwood.

Next Page

Aht Urhgan Q49 "Transformation"

Client: Raubahn

Adventurers who come into contact with Raubahn are tasked with defeating Soul Flare monsters. When the Adventurer arrived at the designated location, the Alzadaal Undersea Ruins, they found a Blue Mage who seemed to have lost control, along with Yasufuru. Yasufuru explains that the Blue Mage from earlier is the target monster—one who has reached the limits of being human and undergone a "transformation," being consumed by "demons."

"If you still seek power after witnessing that outcome, then defeat the transformed Blue Mage and devour his soul," said Yasufuru. Following his words, the Adventurer slayed the Blue Mage who had become a Soul Flare.

↑ Before meeting the Adventurer, Raubahn had a heated argument with the court alchemist about some kind of disposal.

↑ "Transformation" is one of the fates that awaits a ——Blue Mage, Yasufuru states bluntly.

← The Adventurer who defeated the transformed Blue Mage. Yasufuru, praising the Adventurer's resolve, suggests that perhaps an Adventurer could understand Raubahn's intentions.

Check: Upon witnessing the transformation

Yasufuru: ...Originally, the Megus armor had no function to enhance a Blue Mage's magical power. It simply pushes the wearer to the very edge of their magic, releasing the power that Blue Mages unconsciously suppress as humans... And then, there's another hidden feature of the Megus armor... It's about restraining the vessel's... physical transformation... (The suffering Blue Mage transforms into a Soul Flame)

Yasufuru: Still, those who succumb to the power of magic, whose bodies cannot withstand its force, eventually face a certain fate... that is, "transformation." It's the collapse of the vessel known as "humanity"... Do you understand? The scene you just witnessed is one of the possible futures we can choose. ... What's with that look on your face? This is the path of the "Blue Mage" you have chosen. The path cannot be changed. No one can stop it. There's no turning back now. But we have power. We have an insatiable thirst for power. Now, go after him and finish him off! Gain immense power and use it to carve out your own destiny!! Just like you took my hand that time...!

I seek the immortal blue power. Fin.

Aht Urhgan Q50 "Immortal

Client: Raubahn

Character

Raubahn

The leader of The Immortals. He orders the Adventurer to serve as a special agent, but...

Raubahn, wary of the Adventurer who rapidly grew in power within a short period, sets out to purge them. The Adventurer who fended it off breaks through their limits as a Blue Mage, and Raubahn recognizes them as a true comrade who purely thirsts for power.

← Raubahn says that it is precisely because he is an Adventurer who walks freely that he has become a vessel where "human" and "demon" coexist.

↓ Assigning the Adventurer to serve as an assistant for the special mission he himself had received

However, Raubahn...

↑ Raubahn was pretending to be a special agent to lure out Adventurers and then secretly eliminate them.

Check: What sustains the "human"

After facing the Adventurer, Raubahn, the leader of The Immortals, reveals that even he struggles daily to remain human, battling the "demon" within himself. What sustained him was precisely this: a "thirst" for pure power—the will of a "human" who continually seeks power. However, upon observing the Adventurer who had defeated him, Raubahn came to the conclusion that it was not "desire" but rather the Adventurer's "free will" that allowed the flexible coexistence of "human" and "demon."

QUEST STORY GUIDE

Corsair

Corsair

Job Quest

Aht Urhgan Q51: "The Seabird Casts the Dice"

Client: Latib

Character

Latib

The owner of the Al Zahbi teahouse Shararat. She's struggling with her two sons.

Kurtada

The captain of the Sea Cat Party, known by the alias "Kurtada the Whirlwind."

At the Shararat Teahouse, the Adventurer spots Latib, who is distressed because his eldest son, Mutib, has been arrested as a pirate collaborator. While the second son, Wasud, was pleading with the soldiers to help his brother, the "Sea Cat Party" led by Qurtada appeared and rescued Mutib. The Adventurer who followed them discovered the Sea Cat Party's hideout and, along with Wasood, who aspired to become a pirate, enlisted with the Corsair. First Mate Zihah tells the two to bring something that shows their resolve. The Adventurers find a gun linked to the Corsair, but at the same time, they overhear a secret conversation between a traitor from the Sea Cat Party and Imperial soldiers. Soldiers attempt to eliminate Wasud and the Adventurer. However, Kourtada appears just in the nick of time, repels the soldiers, and, recognizing the Adventurer's spirit, entrusts him with the Corsair's dice. ↓ Kourtada cheerfully declares that taking the Adventurer on as a comrade is another gamble.

Check: What are Corsairs?

Corsairs are privateer pirates formed by loyalists of the Kingdom of Ephramad, which fell 200 years ago. They used their "Combat Artistry," which applied shipboard gymnastics to combat, as their Weapon, along with an indomitable fighting spirit and innate good fortune, to resist the Empire of Aht Urhgan that had destroyed their homeland.

Most of today's Corsairs still carry the spirit of the Iframad pirates. They are waging guerrilla warfare against the Imperial Army, seeking to avenge their homeland. Among them, the "Sea Cat Party" is renowned as the foremost Corsair group of our time, even though their flagship, the Black Cradle, was heavily damaged.

On the other hand, the Corsair Job for Adventurers is essentially a collective term for those who understand the pirate spirit and have mastered the "Combat Techniques."

Continuous Quest **Aht Urhgan Q52** ▶ **Aht Urhgan Q53** ▶ **Aht Urhgan Q54**

The compass needle swings between dawn and dusk

The Corsair's Oath—it's a ritual where you pledge loyalty to your captain and crew, and to the goddess of the sea, vowing to face any storm without fear. With that oath, the Adventurer too embarks on a new voyage.

Character

Kurtada

Captain of the Sea Cat Party. She happily watches the Adventurer's growth.

Ziha

The Sea Cat Party's first mate. Though he is a bad-tempered person, he seems to like the Adventurer.

Imtila, a woman who claims to be a close friend of Kourtada. She has ties to the Sea Cat Party.

Yazkûr

A soldier of the Imperial Nation. She will stop at nothing to defeat the Sea Cat Party.

Aht Urhgan Q52 "Two wings dance in the morning breeze"

Client: Kourtada

An Adventurer who was encouraged by the Sea Cat Party crew to take the Corsair oath. To procure a weapon befitting the oath, the Adventurer infiltrates an old pirate hideout where weapon parts remain. There, he receives the parts from a woman named Imtila.

They seem to be close, but? ↓ Imtila is a member of the Sea Cat Party crew

Check Imtila's connections behind the scenes

Imtila joins two individuals immediately after the Adventurer leaves. Those individuals are the soldier Yazkhur, who was in secret talks during Aht Urhgan 051 "The Seabird Flaps Its Wings," and the Sea Cat Party traitor, Gowam. Yazkul and his group seem to be teaming up with Imtila, using the Adventurer as a stepping stone to do something to the Sea Cat Party.

Next Page

Aht Urhgan Q53: "Riding the Wadatumi in Broad Daylight"

Client: Zihha

Zihah reveals to the Adventurer who has arrived at the hideout that the Seacat Party's ship is being rebuilt, and asks the Adventurer to procure the depth gauge needed for sailing. The Adventurer fished up the depth gauge that had sunk to the seabed, but it seemed that the device wouldn't work unless it was recharged in the Wajaom Woodlands. Upon visiting the forest, the Adventurer reunited with Imtira, but she took the depth gauge and offered a deal to Kiltada, who had rushed to the scene. To exchange Kourtada's head for the depth gauge—

Adventurer who travels the world any lead on the depth gauge ↓ Zuiha asks. to, if there's

↑ After appearing before Imtira, Kourtada accepts the terms of the deal and sends the Adventurer back to their hideout.

← After hearing the story from the Adventurer, Zihah and the others discuss the connection between Imtira and the Sea Cat faction. Then came the news that Kourtada had been executed.

Check: Envy of the Sea Cats

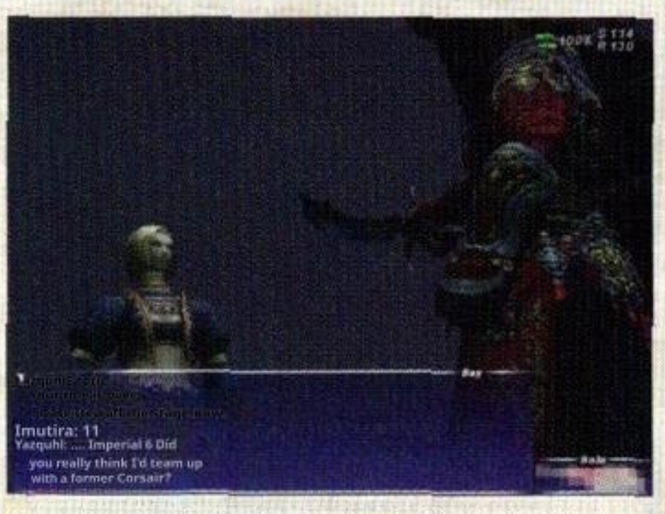
The Sea Cat Party once operated the Black Creidle, but during a naval battle with the Imperial Navy, an incident occurred where Imtira's brother, Jarkib, a Sea Cat Party crew member, was thrown overboard and went missing. The Black Creidle was severely damaged in that naval battle, and the Imperial Navy was unable to dispatch a search party to the area they had cordoned off. Filled with resentment, Kourtada and his crew called off the search for Jarkib. Feeling that the Sea Cat Party had abandoned her brother, Imtila joined their ranks and attempted to assassinate Kourtada when the opportunity presented itself, but failed. According to pirate law, she was cast into the sea as a traitor. However, driven by a relentless determination to survive, she vowed revenge against the Sea Cat Party and approached Yazkurr, a member of the Imperial Army.

Aht Urhgan Q54 "Eventually, it will soar through the night of sea mist"

Client: Zihha

Faced with the crisis surrounding Kourtada, the Sea Cat Party's crew gathered in Al Zahbi. Ziha, leading the group, surmised that Imtila would execute Kourtada by pushing him into the sea at Arrapago Reef. The Adventurer and his companions rush to the scene and, at the very last moment, manage to rescue Kurratada. After their scheme failed, Yazkoul and the Imperial Army pushed Imtila into the sea, accusing her of being a traitor, and then launched an attack to wipe out the Sea Cat Faction. The Adventurer faced Yazkoul and Gowam, defeating them, and Kourtada also rescued Imtila. Before the elated Sea Cat Party, the Adventurer took the Corsair's oath.

↑ Zihah and the others, who have infiltrated Al Zahbi, discuss a plan to rescue Kourtada.



↑ Yazquhl ruthlessly abandons Imutira after his plan involving her fails, discarding her once she's no longer of use.

← Kneeling before Captain Kourtada, the Adventurer takes the Corsair's oath.

Check: A Mirage Floating in the Waves

In the midst of a battle against the Imperial Army of Aht Urhgan, led by Yazquhl, Kiltada dives into the sea to rescue Imutira after she is pushed overboard. When Imtira asks why he saved her, Kourtada quotes the words of Admiral Luzaf (→P.184), known as the first Corsair, to convey the spirit of the Corsairs and the feelings of Imtira's brother, Jerqib. Immediately afterward, the spirit of Jerkib, who had sunk in the Arrapago Reef, appeared. Seeing his seemingly joyful expression, Imtira understands her brother's fondness for sailing and lets her own hatred flow away into the sea.

↑ With a cheerful expression, Jerkib's spirit gazed only at the open sea and the horizon.

The compass needle, poised between dawn and dusk — *Fin*

Aht Urhgan Q55: "At the End of the Sea Route"

Client: Kourtada

Character

Kurtada

The Captain recognized the Adventurer as a Corsair. He says he wants to see the outcome of his gamble.

Feeling that the Adventurer had reached the same level as himself, Qultada sought a one-on-one duel with the Adventurer. The Adventurer, accepting the challenge, masterfully dispels his good fortune and surpasses his limits as a Corsair.

↑ **Qultada, betting on the Adventurer reaching his limit, sought a one-on-one duel to settle the gamble.**

Check: The game has reached its conclusion

Qultada: The first time I looked into your eyes, a shiver of anticipation and expectation ran through my entire body. So, I bet on you making it this far. ...Do you remember? Well, I guess I won the game, right? At that moment, I felt both anticipation and an indescribable sense of unease. That was... the thought that someday, I might face off against this guy with those burning eyes.

QUEST STORY GUIDE

Puppetmaster

Puppetmaster

Job Quest

Aht Urhgan Q56 "Automaton"

Client: Ilki Waraki

Character

Ilkivalaki

A Puppetmaster based in Al Zahbi. I lost the Automaton.

Shamal Khan

A Puppetmaster currently performing in Bastok and Ilkivalaki's mentor.

Ghasad

The inventor of the Automaton and head of the Automaton Workshop.

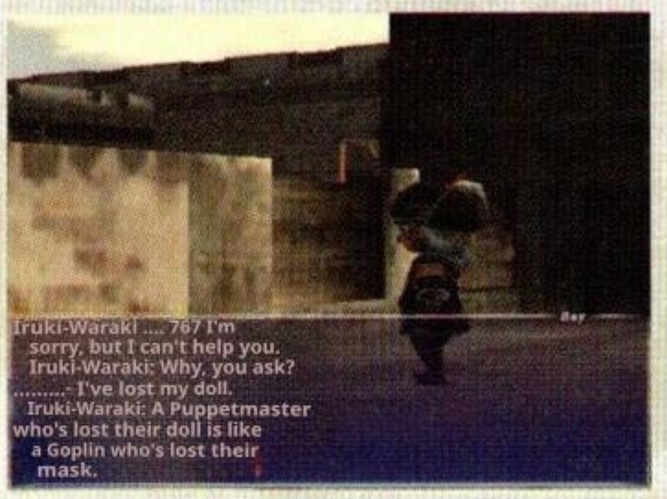
Balkin

Automaton, who teams up with Shamarhan.

The Adventurer, having encountered the elderly Shamarhan and his puppet Balkin performing in the capital Bastok, became intrigued by the art of Puppetmasters. Consequently, they made their way to the imperial city of Al Zahbi to visit Shamarhan's apprentice, Ilkiwaraki. Then, Ilkiwaraki explained that he had lost his partner, the Automaton, and that without the Automaton, he couldn't talk about being a Puppetmaster.

After negotiating with Ghasad, the head of the Automaton Workshop, the Adventurer successfully obtained the old doll. The Adventurer delivers the Automaton to Ilkiwaraki, but he declines, saying he already has a partner. Instead, he declares, "That doll is all yours," and recognizes the Adventurer as a Puppetmaster.

↑ **Balkin, who performs a magnificent act, is an Automaton, a mechanical puppet from the Near East.**



↑ **Iruki-Waraki won't discuss Adventurers unless you can talk about Puppetmasters without mentioning puppets.**

Check: Automaton and Puppetmaster

Aht Urhgan's automaton was invented by Ghasad (→p. 188). Initially, it was developed for military use, but later the technology was made available to the civilian sector, which led to the creation of the Puppetmaster Job. The Automaton not only moves by automatically reproducing what its master has taught it via its memory device, but it can also be controlled by the Puppetmaster using a control device called a Stringer. The Puppetmaster's job is to teach the Automaton a variety of movements to make it "their own unique doll," and to walk in tandem with the doll.

↑ **The Automaton, inherited from Ghasad, becomes the Adventurer's most trusted companion.**

Aht Urhgan Q57 Continuous Quest ▶ Aht Urhgan Q58 ▶ Aht Urhgan Q59

What matters most to a Puppetmaster

Ilkiwaraki, who lost his Automaton and no longer understands what is important as a Puppetmaster. This is the story of the friendship between him and his Automaton ––.

Character

Ilkiwaraki

A Puppetmaster who has lost their Automaton. She finally locates her doll and struggles to retrieve it, but...

Elizabeth

Ilkivalaki's Automaton, commonly known as "Ellie." Currently on the run from Ilkiw Raki.

Yafav

A man being exploited by Elizabeth. He wants to be freed from Elizabeth's tyranny.

Shamal Khan

Ilkivalaki's mentor. As a Puppetmaster, he offers the Adventurer valuable advice.

Balkin

Shamal Khan's companion, the Automaton. He not only performs street acrobatics but also engages in combat.

Aht Urhgan Q57 "Weren't you the one who threw it in?"

Client: Ilki Waraki

Still looking unwell, Ilkiwara Ki told the Adventurer who had approached him about the circumstances surrounding the theft of his Automaton and asked for help in finding it. Based on information obtained in Nashmau, the Adventurer visited Caedarva Mire, where they witnessed Hume's man Yafab and an Automaton acting wildly. When the Adventurer returns to Al Zahbi and describes the pair seen in the Floating Swamp, Ilki Waraki claims that the Automaton is his.

↓ He's staring at the girl, completely engrossed
He said his partner was stolen while he wasn't looking
Ilkivalaki.

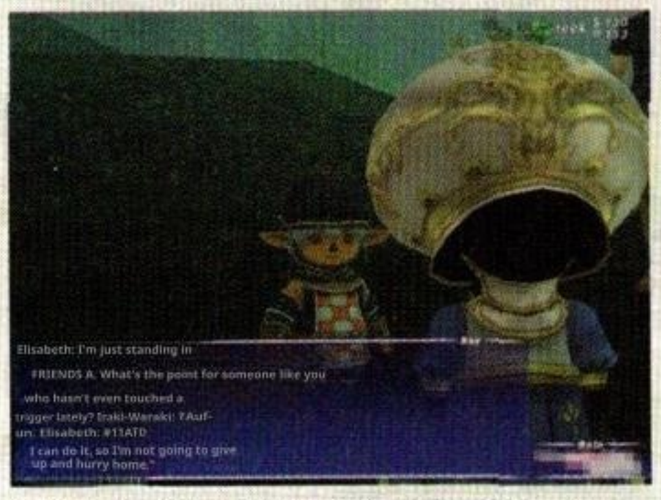
↑ The Automaton is itself
Yafu, the wallet that was thrown into the spring
I had Aave looking for it.

Aht Urhgan Q58: "It's gross, so don't call me by my name."

Client: Ilkwaraky

Ilkivalaki claims to have devised a perfect plan to bring the Automaton back. He asks the Adventurer for help, and after getting the necessary items for the plan, he begins to outline it. Ilkivalaki's plan is to open an impromptu teahouse in Nashmau, where the Adventurer will invite Yafab and serve him tea laced with a sedative.
put him to sleep, and then recover the Automaton. Ilkiwaraki and the Adventurer immediately set the plan in motion, but his Automaton, Elizabeth, saw through their scheme. Ilkivalaki pursues Elizabeth, who has fled to Caedarva Mire, and tries to persuade her to reunite their partnership. However, Elizabeth says she's had enough of him doing nothing and rejects his attempt to persuade her.

↑ In a makeshift teahouse, Ilkivalaki disguised himself and waited for Yafab and the others.



↑ Elisabeth criticizes Ilki-Waraki for leaving things to chance and doing nothing when it comes to performing.

Next Page

Check Distinctive Titles

The series of Quests that begins with this one has unique and quirky titles you won't find anywhere else. These title names are actually taken directly from the lines that appear during each Quest. For example, the opening line, "You're the one who threw it in, aren't you?" is Yafab's. This line criticizes Ilkivalaki's automaton for throwing a wallet into the spring, believing a fairy tale that claims items dropped into the spring will be replaced with gold and silver.

Check: After being reunited

Yafav: (While drinking the chai recommended by the Adventurer) It's unusual for you to visit me. Do you have something special in mind today?

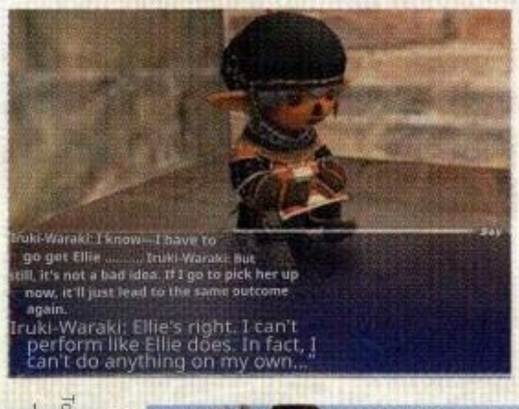
Automaton ..... Hmph. It's probably me who needs something. Hey,
Ilkiwaraki.
Ilkivalaki:!! Yafav: What?! Ugh...
...(Sleeping) Mumbling .....
Ilkivarak: Did you notice...? As expected. I missed you... Elizabeth!
Elizabeth: It's gross,
so don't call me by my name.

Ilkivaraki: .... Here I am, I've come to pick you up. Let's go home together. Elizabeth: · No way!(She runs away on her own)
Ilkiwaraki: Ah! She's so embarrassed. Ellie, you're so cute, so cute, Ellie... Now, let's go find Elizabeth before the culprit wakes up.

Aht Urhgan Q59: "I won't let anyone say I can't do anything."

Client: Ilkwaraqi

After being rejected by Elizabeth, Ilkiwara Laki had completely lost his confidence. After learning the situation from the Adventurer in Bastok, Shamarhan gives the Adventurer a task and then reveals "the most important thing for a Puppetmaster." When the Adventurer returned to Al Zahbi, he found Yafab there. Unable to endure Elizabeth's tyranny, Yafab had entrusted Ilkiwalaraki with a secret plan to bring her back. Yafab urges Elizabeth to perform in front of Qiqirn, who doesn't understand the art, to highlight her helplessness and the need for Ilkiwalaraki. Reluctantly, Ilkiwalaraki agreed to try his plan. However, he couldn't stand Elizabeth being called useless and shouted, "I won't let anyone say I can't do anything!" After being persuaded by Yafab, Elizabeth and Iruki-Waraki performed a magnificent act together, and they reconciled.



↓ How can I get Elizabeth to I wonder if I'll be accepted, Iruki-Waraki is troubled.

↑ Shamarkhan is a doll That TAR is essential

To truly showcase its value, it needs to be used.

↑ At Yafab's urging, Elisabeth begins her performance against Nashmau's Qiqirn, but the situation quickly spirals into a spectacularly dull mess .....

Check the master's advice

Shamarhaan's challenge to the Adventurer is to battle a high-performance Automaton with Valkiin's abilities transplanted into it in Talacca Cove. Upon their return after defeating it, Shamarhaan explains that the Adventurer and their Automaton were able to overcome the high-performance machine because the Automaton was accompanied by its master, the Puppetmaster. And then, the Puppetmaster tells the Adventurer that believing in the power of one's Automaton and pushing its capabilities to the limit... that deep trust in one's Automaton is "the most important thing for a Puppetmaster."

After that, with Yafav's suggestion, the Adventurer couldn't pass on the Master's advice to Ilkwaraki. However, Ilkiwaraki uses his own words to demonstrate his strong trust in Elizabeth.

Check: Expressing trust in a partner

Ilkiwaraki: You're right; I might not be able to do anything. But, Ellie. You're different. You're a fantastic automaton. There's no way you can't do anything! I've been watching you all this time. I know better than anyone that you can do anything. You're my pride and joy. I'm happy to see you growing more and more, and that's why I keep being a Puppetmaster. So, I won't let anyone tell you that you can't do anything. I guarantee it...!

The most important thing for a Puppetmaster: Fin

Bastok Q83: "Power and Resolve"

Client: Shamal Khan

Character

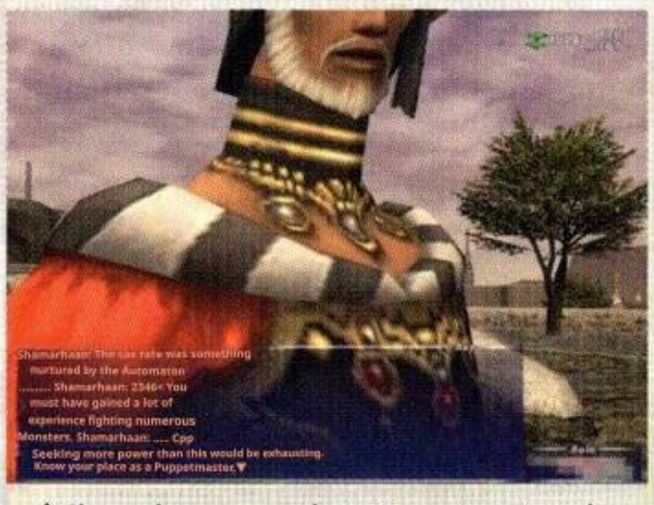
Shamal Khan

A Puppetmaster currently staying in Bastok. Considers the power of Adventurers to be dangerous.

Balkin

Shamal Khan's partner. In fact, his combat prowess is also exceptionally high.

Shamarhaan challenged the Adventurer to a battle alongside Valkin, testing their resolve by asking if they could destroy the puppet should it escape their control. However, the Adventurer demonstrates an unwavering bond with the Automaton, surpassing the limits of a Puppetmaster and convincing Shamarhaan.



↑ Shamarhaan warns that a Puppetmaster who lives for their art must not possess excessive power.

← Shamarhaan says that a Puppetmaster must always control their Automaton, and if they can't, they must be prepared to destroy the doll to stop it.

Check Shamar Khan's beliefs

Shamal Khan holds the belief that a Puppetmaster must be prepared to destroy their own Automaton in an emergency. He holds this belief due to a bitter experience from his time fighting barbarians, when the enemy seized control of his Automaton, causing his own puppets to inflict devastating damage on his allies.

QUEST STORY GUIDE

Dancer

Dancer

Job Quest

Jeuno Q69 "Prelude"

Client: Laila

Character

Laila

The leader of the Brilliant Dance Company. She is particular about the quality of her troupe members and is reluctant to take on an amateur Adventurer as an apprentice.

The Adventurer, who aspired to become a Dancer, applied to Laila of the Brilliant Dance Troupe to become her apprentice. As a condition, she was asked to bring a stardust stone, but that was something impossible to obtain in the present day. The Adventurer meets a young Laila in the Vana'diel Past and obtains the Stardust Stone. He hands the stone to her in the present and becomes her apprentice.

Laila tries to refuse.

↓ A stone that's unavailable in the modern world
She made the request and became an Adventurer's apprentice

↑ The stardust stone was the key that rekindled Laila's passion for dance.

Check: Dancer of Brillioat

A Dancer is someone who has mastered "Kreik Tanz," a style that seamlessly blends captivating dance for the audience with martial dance for combat. Its origins lie in the traditional dances of the mountain people of Gustaverg, and Laila's mother, Anika Brillioat, finalized it as a technique during the time of The Crystal War. As a young girl, Laila was raised to become the next in line, but she grew tired of a daily routine filled with nothing but practice and ran away from home. It was then that Laila rediscovered her passion for dance when she heard a beautiful flute melody by the lake in the Jaguna Forest, where she had gone to collect stardust stones.

Continuous Quest | Jeuno Q70 ▶ Jeuno Q71 Jeuno Q72

A symphony played together

The beautiful sound of a flute rekindled a passion for dance that Captain Laila had lost as a child. She would unexpectedly meet the person who had been playing that flute.

Character

Laila

The leader of the prestigious Brilliant Dance Company. She fiercely opposes Valeriano.

Valeriano

The leader of the "Valeriano Company," a large street performance group that tours various countries.

Jeuno Q70 "Unfinished Waltz"

Client: Laila

After observing the Adventurer's dance, Laila says that while the martial dance is good for combat, it lacks something to make it truly captivating. According to a member of the dance troupe, Laila learned "what's important when dancing" from her mother when she was a young girl in the remote forest. When the Adventurer travels to the Vana'diel Past, they encounter a young Laila receiving guidance from her mother, Anica. The important lesson Anica taught her was to share the joy of dancing with the audience. The Adventurer, having returned to the present, once again performs a dance for Laila. Laila is pleased with his progress, but when he immediately follows that with a ridiculous dance, she warns him that with it. Upon hearing the name of the renowned Valeriano Theater, Laila's expression turns stern, and she orders her students to practice. She listens to the story and becomes displeased.

Check: A stone that doesn't shine

When the Adventurer reunites with young Laila in the Forgotten Forest, she notices that her Stardust Stone has lost its Light. This is due to the properties of the Stardust Stone, and it serves as a setup for later Quests.

Check: Laila in a bad mood

During the Quest, Laila becomes sullen as soon as she hears the name of the constellation Valeriano. The reason for her reaction is revealed in Jeuno variety 071, "Polyphony of Remembrance" (→P.428). The reason is that Laila once applied to join a troupe, but the troupe leader, Valeriano, rejected her without even seeing her dance.

Next Page

Jeuno Q71 "Polyphony of Remembrance"

Client: Laila

Laila, once again observing the Adventurer's dance, frowns, finding it still somewhat amateurish. She recounted hearing the sound of a flute in the Jugner Forest and advised that exposure to the performance of a top-class Bard could be a stepping stone to improvement.

The Adventurer, who immediately went to the Jugner Forest of the past, meets a young Bard there. When the adventurer delivered repair materials to the young man, who said a monster had broken his flute, the man played his prized instrument as a thank-you. The Adventurer also danced to the tune.

Drawing on his experiences in the Vana'diel Past, the Adventurer performed a dance for Laila, who praised him, saying, "You've improved beyond recognition." However, Valeriano suddenly appeared, and a tense atmosphere filled the room.

↑ The young poet, who had watched little Laila, says he was impressed by how joyfully she danced.

↑ With her competitive spirit on full display, Laila recounted how she was denied a spot in the Ballerina Corps.

Check: Twin stardust stones

The young Bard said he picked up a stardust stone when he saw young Laila dance, but his stone had also lost its Light. According to the young man, stardust stones come in pairs, and they lose their glow unless their counterpart is nearby.

Check: The Valeriano Troupe

Valeriano's troupe was originally a large-scale circus he established after The Crystal War. With its many performers, Dancers, and musicians, it garnered acclaim wherever it went. However, a tent fire led to its dissolution. The current troupe is a group of street performers who put on small-scale shows.

Jeuno Q72 "The Stage of Resurgence"

Client: Laila

The merchant Wyatt suggested to Laila that Balleriano and the Brilliant Dance Company perform together. Seeing it as a chance to get the better of Valeriano, she agreed to the joint performance and asked the Adventurer to contact him. Upon hearing the plan from the Adventurer, Valeriano was delighted to perform with Laila and readily accepted the proposal.

When the show finally began, the Adventurer's superb dancing captivated the audience, keeping their attention firmly on the dance troupe. However, the stage was far from the ideal that Valeriano had envisioned. He made up his mind and played the flute, producing the very sound that young Laila had heard—————。

Valeriano explained why he had once turned down Laila's request to join the troupe and apologized for causing her pain. Laila also felt ashamed for forgetting to enjoy herself and using dance solely to satisfy her rivalry with him. Having reconciled, the two perform music and dance together, and the troupe and the dance company work together to create a new stage show that delights the audience. And so, Laila recognized the Adventurer who had performed so splendidly on his first stage as a Dancer in the public eye.

↑ Valeriano explains that he couldn't include Laila in the troupe because of her position as Briliote's successor.

↑ Having created the most magnificent stage, the two look at the sparkling stardust stones in each other's hands as they part.

Check: The Master of the Flute

As shown throughout the Quest, it was Valeriano who played the flute that rekindled Laila's passion for dance. He was deeply moved by young Laila's dance, which brought joy even to the onlookers, and he resolved to create a troupe that would entertain the audience just as she did. That feeling remains unchanged to this day, which is why Valeriano was looking forward to performing with Laila.

Check: Discussing the reason for declining to join the troupe

Valeriano: You were raised with great care by those around you and were poised to carry on the prestigious Brilliant style. And as the esteemed "Dancer of the Shining Star," you were already blossoming into a magnificent talent... I felt I had no right to pluck you from that and make you mine alone. There's a dance style in the circus that suits the circus. It's a different kind of talent than what you have. I loved your dancing. That's why I wanted to watch you grow from afar.

Laila... So, you didn't turn me down because I wasn't good enough...

Valeriano: Of course. Aren't you a genius Dancer that everyone recognizes?! I'm sorry. If I had been a bit more articulate...

A symphony played together *Fin*

Jeuno Q73: Blessed Finale

Client: Laila

Character

Laila

A Dancer who carries on the prestigious Brilliant style. For Adventurers, she is also a dance mentor.

The truly blessed star, the "Dancer of the Shining Star." Recognizing that the Adventurer has what it takes to be a star, Laila sparring with them to test their abilities. Through the battle with her, the Adventurer surpassed their own limits.

↑ Believing that the foundation of the Brillioat style lies in martial dance, Laila tests her skills as an Adventurer Dancer through combat.

Check: A dance that saves lives

After testing the Adventurer's skills, Laila watches the magnificent martial dance and recalls her mother Anica's words: "Dance techniques save the soul, while martial techniques save lives." Realizing that the martial arts of Adventurers have saved many lives, Laila encourages them to become Dancers who perform martial dance for the world, aspiring to be, so to speak, the "Shining Star Dancers of Vana'diel."

QUEST STORY GUIDE

Scholar

Job Quest

Vana'diel Past Q38 "Grimoire, the Grand Magic Ceremony"

Clients: Arleen and Ulrich

Character

Arleen

A Scholar who studied the Schultz school of military science. He invites Adventurers to pursue the path of military science.

Wilbrecht

A scholar and Arleen's colleague. He has a headstrong and assertive personality.

Schultz II

The genius who revived the Schultz school of military science. His real name is Gunther Schultz.

The Adventurer, who met Erlene in The Eldieme Necropolis in the Vana'diel Past, was invited by her to embark on the path of a Scholar. However, it seems that to begin, one must obtain the tactical magic tome "Grimoire," which forms the foundation of the Schultz school of military science. The Adventurer receives the Grimoire in exchange for the supplies requested by Ulrich. Just then, by chance, Schultz II, the master of Schultz-style military science, appeared and celebrated the Adventurer's debut as a Scholar.

↑ While outlining the basics of the Schultz school of military science, Erlene shows me the tactical magic book "Grimoire."

↑ Ulbre Hito suddenly interrupts the conversation with Erlene. He says only what he wants to say and then leaves.

← Having boarded the Beastmen army's supply wagon, Schultz conveyed to the Adventurer the spirit of "unity of knowledge and action," the first principle of Schultz-style military science.

Check: Schultz-style military strategist

A Scholar is a specialist in tactics who utilizes the tactical magic book "Grimoire," combining military strategy with Magic. During The Crystal War, the Altana Allied Forces had many Schultz-style strategists serving as staff officers, and their brilliant tactics often turned the tide in their favor despite facing unfavorable circumstances. However, in the present day, more than 20 years after the war, not only are there no Scholars, but the Schultz School of Military Science itself is no longer in existence. The reason for this is revealed in a series of Quests starting with Vana'diel Past Q39, "His Name is Schultz II" (→P.430).

↑ The Schultz school of military strategy, which welcomed anyone who knocked on its door, produced many scholars, partly due to wartime conditions, but...?

Continuous Quest: Vana'diel Past Q39 ▶ Vana'diel Past Q40 ▶ Vana'diel Past Q41

Wisdom and the Madness of Blood

The Schultz school of military strategy flourished during the Crystal War. However, it was forbidden and sealed due to the desires of a certain military strategist. As a necessary evil born in times of war ----.

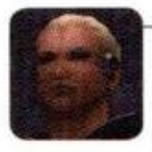
Character

Arleen

The late Scholar who guided the Adventurer onto the path of military science. He worries about his missing mentor, Schultz.

Nicolaus

A military strategist who serves as a Mithril Musketeer. He once found Schultz, who had gone missing.



Nag'molada

An aide to Grand Duke Jeuno. Investigates the disappearance of mages within the Altana Allied Forces.

Ulbricht

The Chief of Staff, a colleague of Arleen's. He aims to become a Scholar on par with Schultz.

Schultz II

A military strategist who still considers himself a scholar. He revived the military science established by his ancestor of the same name.

Bifrons

A count of the Demon race. There's a legend that, long ago, he possessed a renowned human military strategist, but...

Vana'diel Past Q39 **"His name is Schultz II."**

Clients: Arleen and Ulrich

Concerned about Schultz, who she hadn't been able to contact, Arleen asked the Adventurer to search for her mentor. At the same time, Ulrich also entrusts a letter to Schultz. First, the Adventurer headed to Bastok and gathered information from Nicolaus, a student who had previously found Schultz when he went missing. Then, in a corner of the Pashhow Marshlands, they find Schultz, cornered by the enemy's strategist and unable to move. He entrusted the Adventurer with a reply for Ulrich and asked him to let Arleen know he was safe.

↑ Schultz hides within a vanishing formation. He was waiting for the situation to improve. And I'm not worried about the master anymore. ↓ The ever-pushy Ulrich

Check: The shadow with Schultz

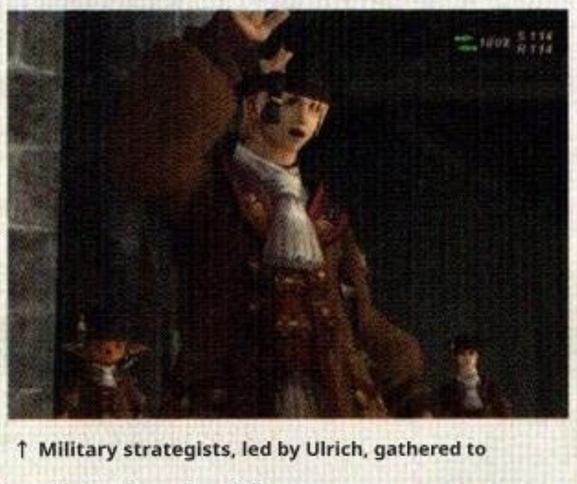
After the Adventurer leaves, Schultz begins a strange conversation with a mysterious shadow that appears behind him. This shadow is Count Bifrons, a Demon nobleman who, according to legend, possesses a renowned human military strategist. They are playing The Crystal War itself as a giant board game, but during this conversation, it becomes apparent that something unusual is happening in the game.

↑ Schultz and Bifrons in a private conversation. What their conversation reveals is...

Vana'diel Past Q40: "Dark Turn"

Client: Arleen

A series of recent disappearances of mages within the Allied forces. The Adventurer, tasked by Arleen to investigate, joined the investigation team organized by the Scholar Ulrich and his colleagues. They report that one of their companions is missing and begin a search for clues to solve the disappearance. Meanwhile, the Adventurer is tricked by someone and dragged into Goyu's Hollow. To their surprise, it was Ulrich who was waiting in the Hollow. He claimed to have killed the mage and the entire investigation team to enhance his own Grimoire, and he threatened to do the same to the Adventurer. The Adventurer, having escaped from his clutches, reports the situation to Arleen.



↑ Military strategists, led by Ulrich, gathered to investigate the series of disappearances.

failing to kill the Adventurer, Ulrich Brecht disappears. ↓ After

Check: The True Grimoire

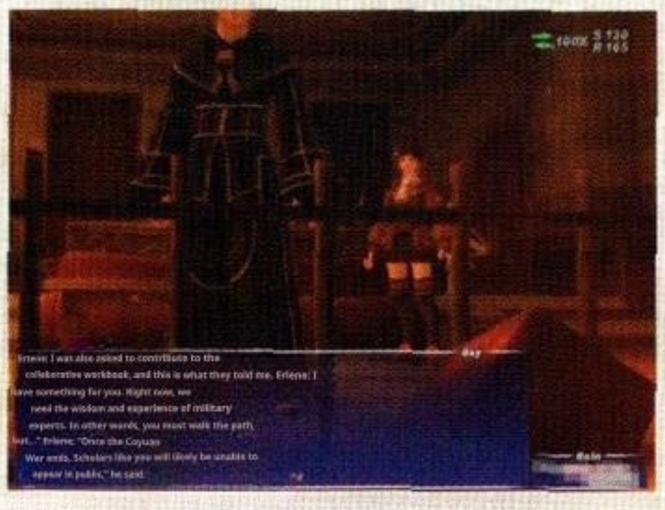
Ulbricht has killed numerous magicians and scholars to transform his Grimoire into the "True Grimoire" and gain its all-knowing power. One day, Ulrich realizes that his Grimoire becomes more powerful when it absorbs the blood of human sorcerers. And so, charmed by that power, he secretly murdered the sorcerers and fed their blood to the Grimoire.

Next Page

Vana'diel Past Q41: "Crimson Grimoire"

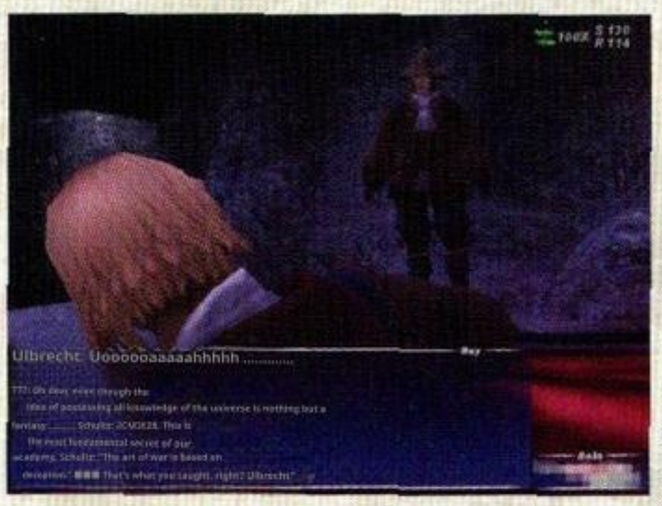
Client: Arlene

Summoned by the Allied Nag'molada, Arleen was informed that the Schultz school of military strategy, which caused this incident and fueled the war, would disappear from the public stage once the war ended. Nevertheless, Arleen asks the Adventurer to resolve the situation in order to right the wrongs of her fellow disciples. Following her advice, the Adventurer tracks down Schultz's trail and, from a note left by his mentor, discovers that Ulrich is hiding in the Ruhotz Silver Mines. The Adventurer then confronts Ulrich. Cornered by the Adventurer, Ulrich attempts to unlock the true grimoire, the Crimson Grimoire. However, he is consumed by the grimoire's immense magical power and, before Schultz, who suddenly appears, is utterly erased from existence.



↑ Military science is a necessary evil in times of war—Arleen quietly accepts Nag'molada's words.

↑ With the completed Crimson Grimoire in hand, Ulrich attacked the Adventurer, but...



← Schultz appears before Ulbrecht, who is being swallowed by the crimson Grimoire, and quietly says, "The art of war is the source of great injury."

Wisdom and the madness of blood — *Fin*

Check: The outcome of the incident

With Ulrich consumed by Grimoire and Schultz disappearing with the Crimson Grimoire in hand, the incident came to a tentative conclusion. Immediately afterward, the Jeuno Imperial Guard, led by Nag'molada, arrives at the scene, but something suspicious happens at that moment. They find the body of Ulrich, who was supposed to have been swallowed and vanished by the Crimson Grimoire, and, for some reason, even Schultz's body. In truth, these bodies were dummies created by Schultz using magic to officially close the case. Schultz himself is alive and preparing for the next showdown.

Other Q62 "The Grimore's Successor"

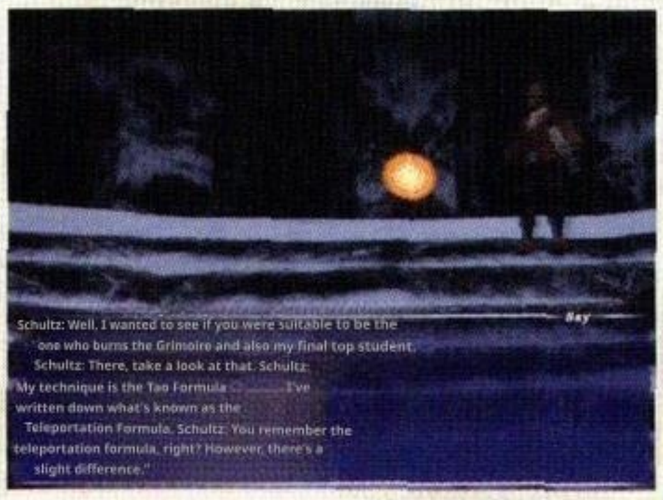
Client: Schultz

Character

Schultz II

A genius military strategist who has emerged after 20 years. As a mentor, he presents the Adventurer with the first and final challenge.

Adventurers who visit modern-day Xarcabard encounter the military strategist Schultz. He appeared looking exactly as he did 20 years ago and, claiming to test the results of the Adventurer's studies, challenged him to a real battle. The Adventurer who overcomes this challenge surpasses the limits of a Scholar. Then Schultz revealed that he was the military strategist of Bastokan 200 years prior. He recounted how, on the verge of death, the demon god Bifrons, coveting his military expertise, granted him an immortal body. And above all, he told the Adventurer about the fate of military strategists after The Crystal War.



↑ Schultz says he will test whether his final top student, the Adventurer, is worthy of becoming the one who succeeds Grimoire.

↑ Schultz announced the start of the test, and in his hand was that crimson Grimoire.

Check Match

As he himself has stated, Schultz II is none other than the renowned military strategist, Gunther Schultz, who led Bastok to victory in the Second Battle of Konschtat between San d'Oria and Bastok 200 years ago. He, now immortal, and Bifrons have been pitting their wits against each other, treating the wars and conflicts in Vana'diel as a game board. Then, during The Crystal War, Schultz chose humans as his pieces, which put him at a significant disadvantage. To compensate for this, he took the name Schultz II and trained military strategists.

↑ Schultz discusses his never-ending match with Bifrons.

Check: Telling the story of the students' final moments

Schultz: After the war, due to the series of magician disappearances, all countries simultaneously banned Grimoire, and that's when the persecution of my students and the burning of books began. A military strategist who was exiled from the country... The strategist who was arrested for an unspeakable crime and died in prison... A historian who was killed by a mob during the period when Scholar hunts were rampant... After enduring a period of hardship, military strategists... and especially those who would carry on my legacy of using Grimoire... have, on the surface, disappeared... You may be my final student.

FINAL FANTASY XI ART GALLERY

Concept Art Gallery

~Monster Edition 2~

● Behemoth

Behemoth Tribe

Raptor Tribe

Manticore Tribe

Rock Tribe

Quest Story Guide

Special Events

Special

Stories that aren't part of Missions or Quests

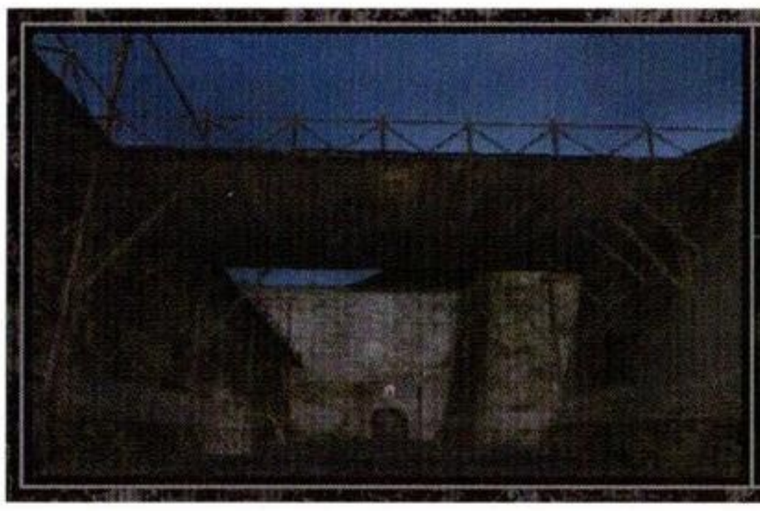
This game features numerous special events with a strong narrative focus that don't count as Missions or Quests. Among them, we'll introduce the story of "Dunamis," which is narratively linked to several Missions, and the legendary armor "Relic" that can be obtained there.

"Dunamis" is large-scale battle content set in the alternate world of Dunamis. The backdrop of that battle includes elements that complement the Three Nations Missions and the story of "Chains of Promathia."

← The legendary armor, "Relic," is deeply connected to The Crystal War.

◆ Special Event List

No.	Event Name	Listing page
01	The Hazy Land of "Dunamis" (Raogrimm)	P. 435
02	Dynamis: San d'Oria Edition	P. 435
03	Dynamis: Bastok Edition	P.436
04	Dynamis: Windurst Saga	P. 436
05	Dynamis: Jeuno Edition	P. 436
06	Dynamis: Bosdin Edition	P. 437
07	Dynamis: Xarcabard Edition	P. 437
08	The Hazy Land "Dunamis" (Diabolos)	P. 438
09	Dynamis: "Balkrum Edition", "Bubrim Edition", and "Qufim Edition"	P. 438
10	Dunamis "Tavnazia Edition"	P. 438
11	The weapon Moblin found	P. 439
12	Magic Fist "Sufalai"	P. 439
13	Treasure Sword "Mandau"	P. 439
14	Holy Sword "Excalibur"	P. 440
15	Magic Sword "Ragnarok"	P. 440
16	Magic Axe "Gatlor"	P. 440
17	Holy Scimitar "Bravura"	P. 440
18	Demon Scythe "Apocalypse"	P. 441
19	The divine spear "Gungnir"	P. 441
20	Onikiri "Onikaki"	P.441
21	Divine Sword "Heaven's Cloud"	P. 441
22	Divine Hammer "Mjöllnir"	P. 442
23	Divine Staff "Kraustrum"	P.442
24	Steel Bow "Yuu's Bow"	P. 442
25	The renowned rifle "Annihilator"	P. 442
26	The Astral Candescence "Gallarhorn"	P.443
27	Divine Shield "Aegis"	P. 443



QUEST STORY GUIDE

Dynamis

Dynamis

Special

Continuous Quest: Special 01 ▶ Special 02 ▶ Special 03 ▶ Special 04 ▶ Special 05 ▶ Special 06 ▶ Special 07

Dynamis: The Prison of Souls

"Dynamis," a world unlike Vana'diel that has appeared in various parts of the world. The battles of Adventurers throughout that land bring the fate of the Northern Expedition members from over 30 years ago to a conclusion.

Character

Raogrimm

The captain of the Northern Expedition and the true identity of the Shadow Lord. After his death, he seeks help from an Adventurer.

Ulrich

A deceased member of the expedition. The one responsible for the deaths of Raogrimm and Cornelia.

Iru-Kuiri

A deceased researcher from the expedition team. He feels responsible for Raogrimm becoming the Shadow Lord.

Cornelia

One of the expedition members. Even after his death, he thinks of Raogrimm and takes action to help him.

Francmage

One of the expedition members. Now a spirit, he appears to aid his former comrades.

Yow Rabtnah

A Mercenary who joined the expedition. Even after his death, he says he "bears Raogrimm's sins as if they were his own."

Special 01: "The Hazy Land 'Dunamis' (Raogrimm)"

Related to: M5-2 "The Heir to the Light!" and more (→P.125)

The Adventurer, having prevented the Shadow Lord's resurrection, encounters Raogrimm's apparition in Xarcabard. His apparition revealed that the split half of his soul was gathering strength in the otherworld, "Dynamis," and was in the process of becoming a new Shadow Lord. "I want you to defeat this immense Darkness..." Upon hearing Raogrimm's wish, the Adventurer begins to seek a way to reach Dynamis.

↑ **Raogrimm says that he will be absorbed by the new Shadow Lord, and then disappears.**

Special 02: "Dynamis: San d'Oria Edition"

An Adventurer who investigates one of the mysterious marks found across the countries of Altana and encounters the spirit of Cornelia. With her guidance, the adventurer finds a way to enter Dunamis and decides to explore its various realms.

With Francmage's help in San d'Oria, the Adventurer conquered Dunamis-San d'Oria, which resembled the royal capital of the present world, and obtained the Hydra Battle Squad Command Staff.

↑ **Francmage explains that in Dunamis, a never-ending cycle of life and death repeats itself.**

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Check! To the End of Karmic Connections

The story that begins here is...

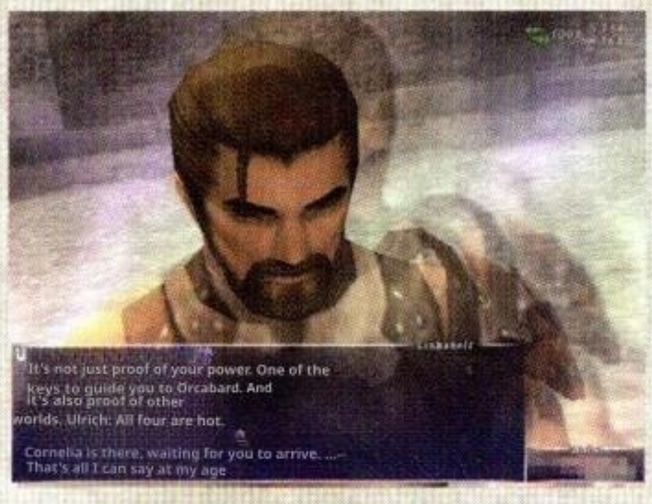
Sangoku Common M4-1 "Steal the Magicite" (→P.124) and the national common quest M5-2 "The Heir to the Light!"(→P.125), this is the final chapter of the story about the Northern Expedition that took place over 30 years ago. Raogrimm, who lost Cornelia due to Ulrich's betrayal and became the Shadow Lord. After that, he murdered Ulrich and the other members of the expedition one after another, eventually sparking The Crystal War. Raogrimm, who was once defeated during the Great War, attempts to resurrect in the present day. After battling the Adventurer, he is freed from his hatred and chooses to die. Nevertheless, the Adventurer must fight to sever the remaining ties to his Darkness.

By the way, the events from Special 02 "Dynamis: San d'Oria" to Special 05 "Dynamis: Jeuno" don't follow a set order. The encounter with Cornelia's soul, as described on the left, begins at the entrance to the first Dynamis you visit.

Special 03: "Dynamis: Bastok Edition"

Ulrich's spirit was waiting for the Adventurer in Bastok. He expresses regret for driving Raogrimm and Cornelia to their deaths and offers his help to the Adventurer. After successfully traversing Dunamis-Bastok, the Adventurer discovered the Hydra Squad Telescope.

↑ Ulrich, who self-deprecatingly calls himself a traitor, says he wants to help Raogrimm precisely for that reason.



← Items bearing the name "Hydra," obtained as proof of having traversed Dynamis. These items seem to be the key to the land where a new Shadow Lord is emerging.

Special 04: "Dynamis: Windurst Edition"

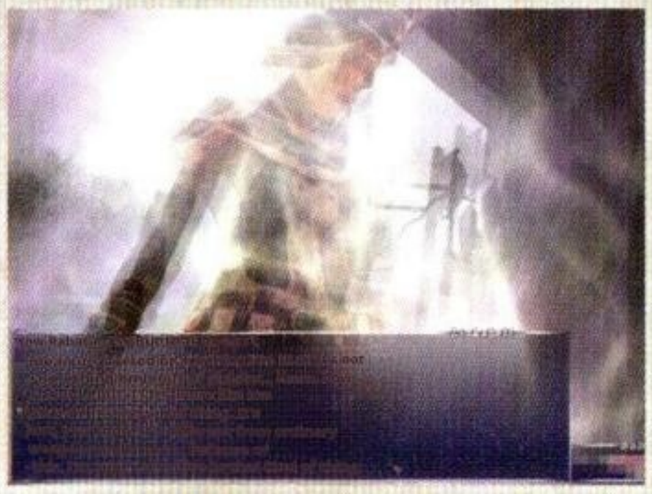
Guided by Iru-Kuiri's spirit, the Adventurer enters Dunamis-Windus. They defeat the surrounding enemies and successfully obtain the Hydra Squad Lantern. Iru-Kuiri reappeared and began to ponder the world known as Dunamis. He speculates that it was created by the "Great One" slumbering within the Proto Crystal -- a power akin to that of a divine beast.

↑ Iru-Kuiri reflects that the creation of the Shadow Lord was not solely Raogrimm's fault, but the sin of all of them.

Special 05: "Dunamis: Jeuno Edition"

Yow Rabtnah, who had been waiting for the Adventurer in Jeuno, opens the path to Dunamis Jeuno. The Adventurer who traversed Dunamis and obtained the Hydra Squad battle plan. Then Yow said, "Take the items related to the Hydra Corps and meet Cornelia at the Beaucedine Glacier."

↑ Yow Rabtnah wants to save Raogrimm, who she only traveled with for a short time, as a comrade.



← According to Yow Rabtnah, the human weapons and armor that Dunamis monsters possess seem to have some special power, but...?

Next Page

Check the scenery of Dynamis

Dunamis is a world that resembles Vana'diel, yet is distinct from it. You can enter this land by using the powers of the "Hazy Sand" and the "Flowing Hourglass" on the mark left in the Area in the present world. Each Dynamis is laid out almost identically to the Area where the mark is located, but the sky is shrouded in the Darkness of an eclipse. Hordes of monsters and eerie stone statues resembling Beastmen attack, making it a completely different world from the present.

↑ Even the city areas that were once safe in Vana'diel are now infested with Beastmen.

Check: The True Image of Dunamis

What exactly the otherworldly Dunamis is remains unclear, except for what Iru-Kuiri mentions here, and In Special 07, "Dynamis: Xarcabard Edition" (see right page), Raogrimm only briefly touches on it without providing a clear explanation. Its true nature is mentioned in "Chains of Promathia" (→p. 159).

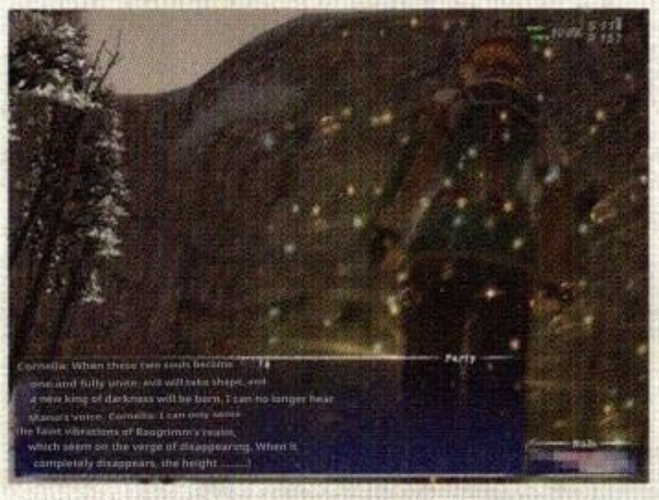
According to this, Dunamis is a dream realm created by Diabolos, one of The Five Terrestrial Avatars, where the souls of those trapped in "The Emptiness" find repose. However, each of the Dunamis connected to the four provinces of Altana, the Beaucedine Glacier, and Xarcabard was eroded by Raogrimm's Darkness of Hatred, transforming them into places that could be described as prisons for souls where conflict rages on.

Check: The armor left in the haze

The weapons and armor dropped by the monsters of Dunamis are called "Relics." This armor was powerful equipment issued to the elite units of the Altana Coalition during the Crystal War, and it has the ability to further enhance the unique characteristics of each Job. However, while the armor is in relatively good condition, the weapons are severely deteriorated and cannot be used as they are. To forge these weapons, you need to enlist the help of a Goblin named Switchsticks (→P.439).

Special 06: "Dunamis: Bosdin Edition"

Guided by Cornelia's soul, the Adventurer entered Dunamis Bosdin. After defeating Beastmen, stone statues, and what appear to be remnants of the elite "Hydra Corps" from the Crystal War, the Adventurer traverses Dynamis and obtains the Hydra Corps identification mark. Then, Cornelia appeared before the Adventurer once again. She says that, with the five items she has acquired so far and the combined strength of her companions from the Northern Expedition, she will clear the path to Dunamis-Uzulkabad.



↑ Cornelia's spirit appeared and said, "There's no time left until the birth of the new Shadow Lord."

↓ The reason Hydra's forces are in Dunamis is Cornelia
It seems that even A doesn't know.

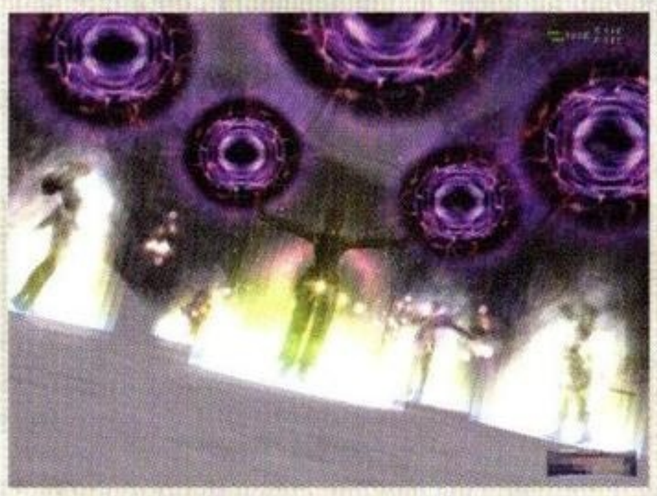
← To enter Xarcabard, a world cut off from others, you need the power of Hydra's artifacts.

Special 07 "Dynamis: Xarcabard Edition"

Related: Promathia 3-5 "In the Name of the Gods" (→P.159)

With the help of the Northern Expedition and Hydra's individual powers, the Adventurer finally charged into Dunamis Zalquabad. The Adventurer faced the new Shadow Lord, Dunamis Lord, who awaited in the deepest depths, and defeated him in a fierce battle. They succeed in saving Raogrimm's soul.

Raogrimm states that Dunamis Lord is immortal and vows to become its guardian. As he sought to atone for his sins alone, the members of the expedition offered to support him as comrades.



↑ The five investigators gathered together. Guided by the Hydra Corps' Hin-Hin, they open the portal to another world.

● Defeat the Lord of Dynamis
Once again, before the Adventurer
The apparition of Raogrimm appears.

← Raogrimm, who, following the voice of the creator of Dunamis, has agreed to become the guardian of this land. To support him, his friends come together, overcoming past grudges.

Dunamis, the prison of souls **Fin**

Check Hydra Corps

The "Hydra Corps" was a multinational training unit of the Altana Allied Forces that played an active role during the Crystal War. This unit was formed to train the newly established Allied forces and reportedly operated with six-person Parties, each combining different Jobs, as its basic unit.

The Hydra Corps achieved significant military success, but the circumstances surrounding its end remain shrouded in mystery. During the infiltration of Castle Zvahl at the end of the war, all members of the unit went missing without a trace. In truth, at that time, the Hydra Squad, along with the soldiers of the Beastman Confederate they were fighting, had been captured by Dynamis and were forced into an endless battle.

Check: Beyond 30 years

Raogrimm: It all began 30 years ago. And what had already ended 30 years ago... Though I was consumed by hatred, I still took the lives of all my comrades with my own hands. However, it was you—my former comrades—who rescued me when I was once again trapped in hatred and on the verge of falling into Darkness. I'm grateful, but I can't bring myself to blame anyone... No matter who it is.

Cornelia: ... Raogrimm.
Raogrimm: ... Are you sure? The voice said, "Until the moment when hatred comes to an end." But as long as I, a divided soul, exist, the hatred may never truly fade away...
Cornelia: Raogrimm. Please stop suffering alone... Our presence here is already the answer. You must atone for the sins you've committed. If that means continuing to watch over this world even after death, then we, who acted together, will also atone for it. Until the moment when hatred comes to an end... No, as long as this world exists, I will be with you.

Raogrimm: Cornelia .....

Continuous Quest Special 08 Special 09 ▶ Special 10

Into the land of nightmares

The dream world of "Dunamis" --- a sanctuary offering respite to souls trapped in the "Emptiness" --- was gradually transforming due to the nightmares of a certain individual.

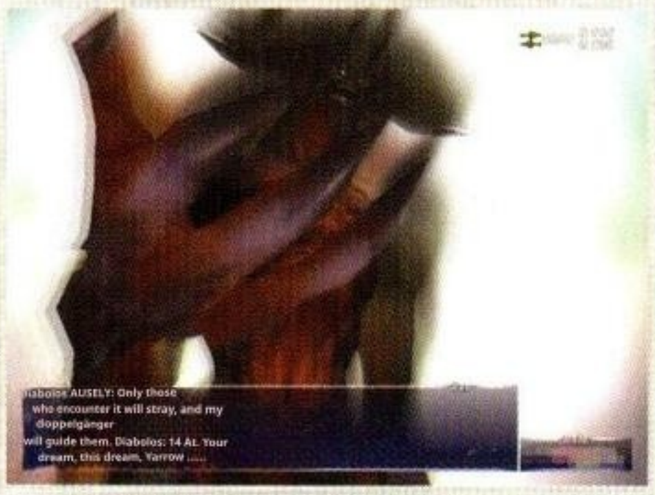
Character

Diabolos

One of The Five Terrestrial Avatars, known as the "Messenger of Dreams," and the creator of the alternate world of Dunamis. He asks an Adventurer with the ability to enter the dream world to investigate the anomalies in Dunamis.

Special 08: "The Hazy Land of 'Dunamis' (Diabolos)"

Marks that appeared in the Valkurm Dunes, on the Buburimu Peninsula, and on Qufim Island. The Adventurer who touched it was suddenly drawn into the dream world of Dunamis. The Terrestrial Avatar Diabolos, who has appeared, explains that this new Dunamis was created by the nightmares of someone influenced by "The Emptiness." Then, it ordered the Adventurer to seek out the one who was having nightmares.



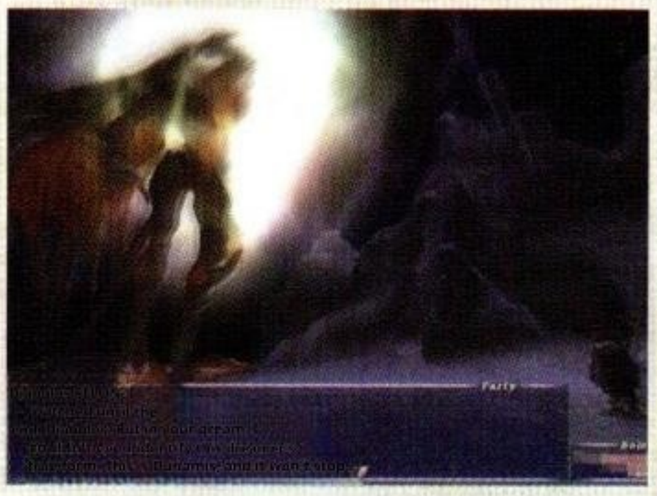
↑ **First, let's track down Diabolos' doppelganger, who went ahead to investigate the nightmares.**

Check Nightmare Prison

Each Dynamis connected to the three Areas on the left has been altered by nightmares influenced by "The Emptiness" (→P.149). Those nightmares are so deeply influenced by Diabolos, the creator of Dynamis, that they even absorb his doppelgänger. To restore this dream to normal, the Adventurer's goal is to identify the person experiencing the nightmare.

Special 09: "Dunamis: Valkrum Edition," "Bubrim Edition," and "Qufim Edition"

Guided by Diabolos, the Adventurer traverses Dunamis Valkrum, Dunamis Bubrim, and Dunamis Kufim. However, not only was there no sign of Diabolos's doppelgänger, but there was also no clue left for the one who was having the nightmares. Meanwhile, in each of the Dunamis, the Adventurer discovers black crystals where "emptiness" has solidified.



↑ **Diabolos tries to understand the state of Dunamis through the Adventurer's dreams, but even he can't grasp the situation.**

Special 10: "Dynamis: Tavnazia Edition"

Related: Promathia END-7 "All endings are not sealed" (→P.177)

The power of the three black crystals opened the way to Dunamis Tabnazia. The Adventurer immediately rushed in and saw Diabolos' doppelgängers, who were caught in a nightmare. Diabolos appears before the Adventurer who defeated them. Based on information gathered from the doppelgängers, he discovers that the master of the nightmares is a "woman" deeply connected to the "Emptiness."

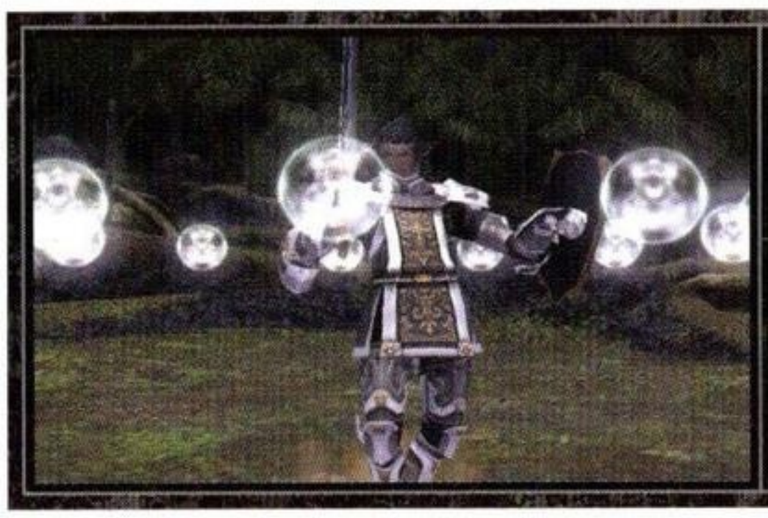
↑ **Having learned the truth, Diabolos asked the Adventurer to continue cooperating to prevent the nightmare from spreading.**

Check: The Master of Nightmares

The Lord of Nightmares, who has corrupted the Dunamis connecting the Valkurm Dunes, Buburimu Peninsula, Qufim Island, and the Tavnazian Safehold, is a being who harbors the dense "Emptiness." Diabolos simply refers to this individual as a "woman," but when considering the story of "Chains of Promathia," it appears that this "woman" is Prishe. In truth, she harbors Magicite—crystallized, dense "The Emptiness"—within her, and she tells us that this is why she is constantly plagued by nightmares (→P.177).

Incidentally, Diabolos's lines about the "woman" change depending on how the story of "Chains of Promathia" progresses. He generally refers to Prishe, but at times, he speaks of Ibnoil, who died after sealing the "The Emptiness" contained within the "Vessel of the Emptiness" within himself (→P.172), or of the Lion that guarded the Magicite discarded by Prishe (→P.177).

To the Land of Nightmares **Fin**



QUEST STORY GUIDE

Relic

Relic

Special

Special 11 "Weapon found by Moblin"

Special 05 "Dynamis: Jeuno Edition" (→P.436)

Character

Switch Sticks

A Goblin peddler. They act as an intermediary for repairing the armor "Relic" found by the Adventurer.

Excavated Weapon and Forbidden Weapon Fragment
When you hold it, a mysterious voice reaches you. ↓

The armor relic that the Adventurer ボロボロdiscovered in Dynamis. Switchsticks, who undertook the repair, told the Adventurer that excavated Weapons found deep underground closely resemble Relics. When the Adventurer obtains the Excavated Weapon in exchange for the Relic, they hear a call echoing from the fragment of the Forbidden Weapon they picked up in Dunamis.

Special 12: "Magic Fist 'Sufalai'"

Character

Kapakuku

The previous owner of the Hand-to-Hand Weapon Sufalai. He has trained with Sufalai for a long time.

Following a mysterious call, the Adventurer visits Ozu-toya Castle and encounters the magic fist Sufalai and the spirit of its previous owner, Kapakuku. Kapakuku shared his feelings for Sufalai and handed the magic fist to the Adventurer.

Special 13: "Treasure Sword 'Mandau'"

Character

Ptolemy

The previous owner of Mandau. To avoid losing his mind to Dunamis, he wrote a letter to his lover.

An Adventurer visiting the Sanctuary of Zi'Tah is guided by the will of the legendary sword Mandau and encounters the spirit of its former owner, Ptritutori. Mandau, now in the hands of the Adventurer, rejoices upon being freed from the influence of Dunamis.

Check: Repairing Ancient Armor

Among the relics found in Dunamis, weapons, instruments, and shields are initially completely unusable. However, if you entrust them to Switchsticks along with the necessary Items, he can gradually repair and enhance them through his mediation. By the way, it seems that Switchsticks entrusts the repair of relics to Moblin of Mubalporos.

Check Relic and Excavated Weapon

Repairing and enhancing relics is divided into five stages. Once you repair a Relic to stage 3, Switchsticks will then offer to trade it for an Excavated Weapon. An excavated weapon is one that a Moblin finds while digging in the ground. They look identical to relics repaired to stage 3, but they perform better and are in a better state of preservation.

Check: To the Forbidden Weapon

By defeating the living armor monster in the Dynamis Uzal Cabard, you can obtain a fragment of the Forbidden Weapon. Bring this fragment along with the corresponding excavated Weapon to Switchsticks, and an event will begin to advance the Relic to its final stage.

The Forbidden Weapon, the final stage of a Relic, possesses a will and guides the Adventurer during the event to achieve its own resurrection. Following its guidance, the Adventurer agrees to inherit the Forbidden Weapon from the soul of its previous owner, a member of the Hydra Squad, in exchange for excavated weapons, fragments, and other items.

Special 14: "Holy Sword Excalibur"

Character

Killich

A seasoned knight who joined the Hydra Corps. He is also the former owner of the holy sword Excalibur.

Excalibur, which had been waiting in the Dragon's Aerie, brings the Adventurer face to face with Kilitch's spirit. With Killich's wish to bring an end to the world's chaos, the holy sword was placed in the hands of the Adventurer.

Check: The Lord of the Traveling Knight

You can meet Killich, the former owner of the holy sword Excalibur, in the Vana'diel Past. At that time, he served as a follower to his troubled daughter, Ura, and wielded the holy sword alongside her as she sided with the Altana Allied Forces, believing it was to set the world right. However, it seems that he later left Ura's side and joined the Hydra Battle Squad.

Special 15: "Demon Sword 'Ragnarok'"

Character

Museruval

A former knight of San d'Orian. He took the Great Sword of Ruin, Ragnarok, from the Demon Champion.

Guided by the magic sword Ragnarok, the Adventurer encounters the soul of its previous owner, Muselwall. He hands the magic sword to the Adventurer, warning them not to succumb to the evil brought by Ragnarok.

Check: The Red Wolf's Survival

Muzelwall originally served in the San d'Oria army, and in the Vana'diel Past, you can meet him as the renowned captain of the Red Wolf Knights. Later, Muselwall fought alone on the Beaucedine Glacier to allow the allied forces, who were surrounded by the Beastmen, to escape. Despite losing all his subordinates, he is said to have distinguished himself by holding off the Beastmen army, and he subsequently joined the Hydra Corps. Ragnarok is the sword that Muselwall seized during the battle of Bosdin, after a one-on-one duel with the Demon champion, the enemy commander.

Special 16: "Magic Axe 'Gatlor'"

Related: Vana'diel Past Q24 "Outbreak: The Great War of Mithra" (→P.384)

Character

Lou Macalacca

Former leader of the Mithra Mercenaries, the Pison Mercenaries. She is under the control of the demonic Axe, Gator.

An Adventurer who, heeding the call of the bloodthirsty Axe Gator, visited the Western Altepa Desert. The soul of Lou Macalacca, which had been waiting for this moment, was relieved to be freed from Gatler and entrusted the axe to the Adventurer.

Check: Enslaved Beastmaster

Roo Makaracca was also one of the heroes during the Crystal War. Originally the leader of the Pyson Mercenary Corps in the Windurst army, she appears to have joined the Hydra Corps towards the end of the war. In fact, she not only appears in Vana'diel Past Q24, "The Great Mithra War Breaks Out" (→p. 384), but also makes an appearance on the battlefield as a commander of the Allied forces. Judging by her demeanor, it appears she was already under Gatler's control at that time.

Special 17: Holy Scimitar "Bravura"

Character

Zonia

The former owner of the sacred Great Axe, Bravuura. She sought the beauty within strength.

Ru'Lude Gardens, Grand Duchy of Jeuno. Guided by a call, the Adventurer encountered the soul of the beautiful Warrior Zonia there. Zonia, satisfied with the Adventurer's strength and beauty, passes on Bravyura.

Check: Upon the passing of the Holy Axe

Zonia: No one notices me. I see. This ……。…… is a vision from the present. You are the heir, then? Yes, I see. Someone who wields an axe as skillfully as you certainly deserves to be the master of Bravyura. The one who wields this must also be beautiful. Just as I was. Right? Congratulations. I look forward to seeing your future accomplishments... And with this Bravuura, someday, please avenge the unfortunate fate of my unit...

Special 18: "Apocalypse" Demon Scythe

Character

Fonov

A Dark Knight who was a member of the Hydra Corps. He sacrificed much to obtain Apocalypse.

The imperious voice that lured the Adventurer to the Sleeping Dragon Falls of Gustaverg belonged to the scythe Apocalypse. The spirit of its previous owner, Fonoov, urges you to consider how best to wield the immense power of the magic scythe.

Check: Advice from the previous owner

Fonov: Don't forget. Remember how much blood was required from your comrades to obtain this forbidden power. And then, I want you to think carefully about how you should use that power. Don't become like me... ……。

(Fonov disappears)

Apocalypse: ... ……。 Heh, heh, heh heh heh heh heh heh. Now, my new master, let us set off on a journey to gain even greater power! In search of enemies yet unseen, and blood not yet spilled...

Special 19: "Divine Spear 'Gungnir'"

Character

Zau Yaam

The knight of Mithra who wields the divine spear Gungnir. In the past, she served as a member of the Hydra Corps.

Guided by the noble voice of Gungnir, the Adventurer encounters the spirit of Zau Yaam in the Ru'Aun Gardens of Tu'Lia. With advice and a blessing, she entrusted the divine spear to the Adventurer.

Check: Words of Inheritance

Zau Yaam: … ..... · You certainly seem amazing. With such skill in spear combat, it's no wonder the noble Gungnir would be willing to lend a hand. However, the fact that you have this spear means you now possess power comparable to that of a god. I want you to think carefully again about what that means. But congratulations —you did a great job...……

Special 20: "Ogre Blade 'Ogre's Wail'"

Character

Kupal Halpal

The previous owner of Onikaki, the forbidden Katana. He was once a seeker who devoted himself wholeheartedly to exploring the path of the ninja.

Awaiting the Adventurer in the Sea Serpent Grotto, Onikiri sought permission from the spirit of its previous owner, Kupar Halpar, before taking on its legacy. Kupar Halpar entrusts Onikiri to the Adventurer, hoping that he will master the path of the ninja.

Check: Hand over the Oni sword.

Onikiri: You finally found me. ... Thanks to you, it seems I can escape from the Land of Haze. However, I must seek my master's permission here... ……。

Kuparhalpar: ... It's regrettable. ..... So, this day has finally come, has it? However, your stealth surpasses mine. I know in my heart that you are the more suitable owner of Onio. ..... Now, please take this. And please, master the ninja way.

Special 21: "Divine Blade 'Heavenly Cloud of Villages'"

Character

Noyuri

The formidable woman who led the Rose Mercenary Knights. She trained in the East to master the way of the Samurai and inherited the divine sword, Amanokagari.

At Horlais Peak, the Adventurer encounters the forbidden Great Katana, Cloud of the Celestial Village, and the soul of its previous owner, Noyuri. Reflecting on a life spent mostly in battle, Noyuri handed the sacred sword to the Adventurer.

Check: Rose Samurai

Noyuri was one of the commanders in the army of the Kingdom of San d'Oria in the Vana'diel Past. On the battlefields of the Vana'diel Past, you can see Noyuri wielding the Heavenly Cloud of Kumun in defense of her kingdom. Later, she too would join the Hydra Squadron and fall into the Darkness of Dynamis.

Special 22: "Mjölnir, the Hammer of the Gods"

Character

Feliascoffin

A Galka monk who came from the northern continent. Through repeated reincarnations, he has passed down the divine hammer Mjöllnir.

In the Sanctuary of Zi'Tah, the Adventurer was met by the spirit of Feliascoffin, who had passed down the divine hammer Mjöllnir for 800 years. With his permission, the divine hammer promises to lend its power to the Adventurer.

Check: The Breaking Monk who inherits the divine hammer

Feliaskofin is a mendicant monk who came from the northern continent of Rhazowa during The Crystal War. While he is a devout follower of Altana, he is also known as a Disciples monk who shows no mercy to enemies who oppose the will of the goddess, swinging the divine hammer Mjolnir down upon them with a smile and a chant of praise. With each Reincarnation, he temporarily entrusted Mjöllnir to an acquaintance, and has passed Mjöllnir down for 800 years.

Special 23: "Divine Staff 'Kraustrum'"

Character

Umon Pomon

The former owner of Kraustrum, a forbidden staff also known as the "key to opening the gates of Purgatory."

Guided by a call, the Adventurer encounters the divine staff Kraustrum and the soul of its previous owner, Umonpaumon, within Ifrit's Cauldron. Though he seemed displeased, Umonpaumon allowed the Adventurer to inherit the divine staff.

Check: The inherited divine staff

In the Vana'diel Past, the one who holds the divine staff Claustrom is not Umonpaumon, but a man named Kyle Pyle. Kyle Pyle is a mage who serves as the commander of the Federation of Windurst's elite Battle Mage Corps. He is known for his old-fashioned manner of speaking and his overwhelming Magic prowess. After that, it seems that Kraustrum was passed from Kyle Pyle to Umon Paumon.

Special 24: Sturdy Bow "Yoichi's Bow"

Character

Gebben

The previous owner of Yoichi's Bow, a forbidden weapon. He was entrusted with Yoichi's Bow by a man from the East known as "Lord Nasu."

Yoi's Bow, the mighty bow that awaited the Adventurer at Cape Teriggan, summons forth the soul of Gebben. Yoichi's Bow, which passed from Gebben's hands to the Adventurer's, promises to accompany the Adventurer wherever they go.

Check "Lord Nas"

According to Gebben, Yoichi's bow originally belonged to "Lord Nasu," a renowned archery master from the East. Meanwhile, in the Near East, there are tales of a person named Yoichi, renowned as a master archer among the Eastern nations. Judging by the names of the bows, it's possible that "Lord Nasu" and "Yoichi" are one and the same person.

Special 25: "The Renowned Rifle 'Annihilator'"

Character

Erica

An excellent gunner in the Hydra Corps. She wields the renowned rifle Annihilator, known as the "Exterminator."

An Adventurer who, following the voice of the legendary rifle Ania Rayter, visited the Bastokan Gunpowder Laboratory. There, the spirit of Ellrica appears, imparting wisdom on the Adventurer's mindset as a gun handler and entrusting the renowned firearm to them.

Check: The Lineage of Gunners

The renowned Ania Rayter is considered the masterpiece of the gunsmith Kondrat Gogori, who successfully mass-produced firearms in Bastok. Initially, it was entrusted to Elvilla, Kondrat's eldest daughter and the first captain of the Gold Musketeers, but it is believed to have later been given to Elrica. By the way, you can meet Elvilla, who wields the Ania'Reiter, in the Vana'diel Past.

Special 26: The Astral Candescence "Gallarhorn"

Character

Turnalief

A musician who served in the Hydra Corps. He was famous during the Great War, but his name has not been passed down to later generations.

As the Adventurer headed toward the Valley of Sorrows, The Astral Candescence, Gallarhorn, and the spirit of its former owner, Turnalief, appeared. Tulnariv entrusts The Astral Candescence to the Adventurer, urging them to never forget the pure joy of making music.

Check: Invitation to the nationwide tour

Turnalief: An Instrument only reveals its true worth when it is played. If it finds a home with a talented Bard like you, this instrument will surely be happy. It's a difficult instrument to handle, but please take good care of it. And please don't forget that you can also play it in places where there's no fighting, just to move people .....

Gallarhorn: He was ....., ... a wonderful player. Let's get going. Our nationwide tour, you and I, has only just begun.....

Special 27: Divine Shield "Aegis"

Character

Perseus

A knight who married into the prestigious Virgo family of San d'Orian. He inherits the divine shield Aegis.

An Adventurer, drawn by a call, came to Carpenters' Landing and encountered the divine shield Aegis and its previous owner, Perseus. Perseus handed Aegis to the Adventurer, urging him to protect his companions.

Check: A couple united by the divine shield

In the Vana'diel Past, the bearer of Aegis was Perseus's wife, Serene I Virgo. She was a marquise who, entrusting her husband with the care of their lands and home, gathered the knights of the Aragoneu region and rushed to San d'Oria. It is said that Perseus entrusted the divine shield Aegis to his wife, Serene, as she set off for battle.

Column: About Relic-Specific Weapon Skills

As you repair and enhance a Relic Weapon to stage 4 or higher, you'll unlock a unique Weapon Skill for each weapon type. These Relic-specific Weapon Skills are not only powerful, but also trigger an effect called "Aftermath" after use, which temporarily enhances the user.

Note that at Stage 4, there is a restriction that prevents the use of a Relic-specific Weapon Skill outside of a specific Dunamis. Therefore, it can be said that enhancing a Relic Weapon to its final stage is essential to unlock its full potential.

← Many are useful when combined with Aftermath. Some of them share names with skills and Magic from the "FF" series.

Relic Weapon Final Stage and Corresponding Unique Weapon Skills

Weapon type	Final stage name	Unique Weapon Skill
Hand-to-Hand	Sufalai	Final Heaven
Dagger	Mandau	Mercy Stroke
Sword	Excalibur	Knights of the Round
Great Sword	Ragnarok	Scarce
Axe	Gatlor	Othnothrot
Great Axe	Bravura	Metatron Torment
Scythe	Apocalypse	Catastrophe

Weapon type	Final stage name	Unique Weapon Skill
Polearm	Gungnir	Gjallskaggl
Katana	Demon's Wail	All who live must die
Great Katana	Heavenly Clouds	Zero's Sword · Kaiten
Club	Mjölnir	Landgreis
Staff	Kraustrom	Tartarus Gate
Bow	Yoichi's Bow	Namu Hachiman
Marksmanship	Annihilator	Kalanach

FINAL FANTASY XI ART GALLERY

Concept Art Gallery

~Boss Monsters & Avatars Edition~

Bahamut Aura Converter

Bahamut

Diabolos

Fenrir

Fenrir

Ifrit

Garuda

New Quest added on December 9, 2008

■ Kingdom of San d'Oria Quest [North San d'Oria]

San d'Oria Q76 "See the tree, and see the forest."

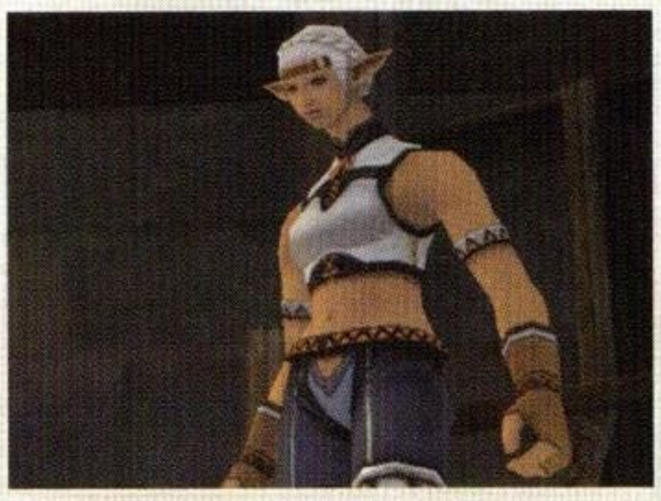
Client: Lamua

Character

Lamua

A new craftsman who belongs to the Wood Guild. She's in a rush, unable to juggle making furniture and surveying timber.

Lamua is so busy making the ordered furnishings that she doesn't have time for the regular tree surveys conducted by the Wood Egild. At her request, the Adventurer agreed to handle this survey on her behalf.



↑ When the Adventurer returned from exploring the Jugner Forest, Lamua gave them an axe for woodworking training.

Check: Falsifying the origin?

The vegetation survey requested by Lamua involves logging trees in the Jugner Forest, collecting samples, recording the logging site, and then bringing them back. At this point, when the adventurer procured logs through an auction or similar means without logging them personally, Lamua noticed that there was no logging record. She asked, "You're not faking the origin, are you?"and she refused to accept the samples.

■ Empire of Aht Urhgan Quest [Aht Urhgan Whitegate]

Aht Urhgan Q60 "Scorching Scythe"

Client: Fariwari

Aht Urhgan Q26 "Water-Bound Shield" (→P.366)

Character

Fariwari

The poet who composed the poems of The Serpent Generals. However their popularity has been on the decline recently.

Gadaural

One of The Serpent Generals, known as the Flameserpent General. He is suspected of being involved in insider dealing.

Shayadaru

An adjutant with Gadaural. He worries about a superior who is often misunderstood.

Malzab

A general in the Imperial Army. He intends to bring Gadaural before the Inquisition.

Shaiha

A spy from the East. He was also Gadaural's subordinate.

The Adventurer, who was speaking with Fariwari, encounters Shayadaru, the adjutant of the Flameserpent General Gadaural. It seems that Gadaural is suspected of treason, and they want the Adventurer to prove his innocence. The Adventurer and Farivalar, who had begun their investigation, witnessed Gadaural acting suspiciously on Mount Zhayolm. They also became entangled in a mysterious corpse-dumping incident, leading to a confrontation with General Malzabe, who was investigating the espionage.

After listening to the Adventurers' evasive explanations, Shayadar suspected the whole series of events was a trap set for Gadaural and asked them to investigate Mount Zhayolm again. Awaiting at the volcano was Shaiha, a former subordinate of Gadaural's who had fled to the East after he had saved her life. She reveals that, following orders from her superior, General Malzabe, she intends to force Gadaural into exile in The Far East. Upon hearing this, Gadaural defeated Shaiha in single combat. He also foiled Malzabe's attempt to assassinate him and cleared the suspicion of treason.

Reshaiha is the one who saved my life. To Gadaural, who is, to the East advised him to seek asylum.

↑ In truth, Gadaural's fiery wrath detonates upon General Malzaab, who was a spy from the East.

Check: Shayha and Gadaural

Once, on the eastern front, Shayha's own mistake led to the annihilation of her unit. It was her captain, Gadaural, who came to her rescue at that time. He was feared as a demon by the Eastern Army. He persuaded Shaiha, saying, "If you take me hostage and seek asylum in The Far East, at least you'll save your life." Thanks to that, not only was her life saved, but she also gained a prominent position in The Far East. That's why Shaiha played into the hands of Marzabe, who was arranging Gadaural's asylum, by spreading rumors of treason and challenging Gadaural to a one-on-one duel, risking her own life.

Check: The secret to regaining popularity

Fariwari got involved in this incident because poets imitating his Song had stolen his popularity. Although the Song of the Flameserpent General, which he composed during the incident, was quickly plagiarized, Farivalar managed to regain popularity with Gadaural's help.

↑ Gadaural enlivens the scene with magic fireworks and secretly lends a hand to Fariwari.

New Quest added on April 9, 2009

■ Grand Duchy of Jeuno Quest [Lower Jeuno]

Jeuno Q77 "Yobakuri's Bag 4" to "Gotsubakuri's Bag" — Client: Bluffnix

Related: Jeuno Q41 "Yobakuri no Kaban 1–3" (→P.312)

Character

Bluffnix

A Goblin craftsman who can make Adventurer bags bigger. Currently staying at "Junkman Muckvix."

Bluffnix says he will further expand the Adventurer's "Yobakuri" bag and turn it into a truly exceptional piece. The Adventurer delivered the four specified items and had their bag expanded.

↑ An Adventurer who obtains a bag that's as large as it gets is known as the legendary "Goutsubakuri."

Check Legendary Greed

Upon completing this Quest, the Adventurer's bag will be able to hold a staggering 80 Items. For Goblins, hoarding this many items is a level of greed that borders on legendary, and Bluffnix exclaims, "This is legendary greed that surpasses even Yobakuri...!"He is amazed by the Adventurer's audacity.

■ Vana'diel Past Quest [Kingdom of San d'Oria]

Vana'diel Past Quest Series Q42 ▶ Vana'diel Past Q43

The Boys' War(→P.375)

The young knights, faced with the harsh reality of war, each grow and mature. As if toying with them, The Crystal War grows more intense.

Vana'diel Past Q42 "The Price of Honor" — Client: Rahal

Related: Vana'diel Past Q07 "To Each One's Place of Death" (→P.377)

Character

Silanus

A member of the Order of the Griffin. He has a strong yearning to become a knight.

Masheg

A member of the Order of the Eagle and Lion. He strives to become a knight alongside his older brother, Silanus.

At the request of Roron of the Order of the Eagle and Lion, the Adventurer delivered food to Rahal, Silanus, and Masheg, who were operating alongside the Iron Ram in the Jugner Forest. Grateful for the supplies and aiming to rejoin the main force, the boys learn along the way that the Orc army is plotting to take Tavnazia using the fearsome Behemoth. Upon learning that the beast was being transported through the Pashhow Marshlands, Rahal decided to head to the royal capital to report the situation. He then dispatched the Silanus brothers to join the Red Deer Knights stationed in the Pashhow Marshlands. Having defeated the Orc pursuers, the Adventurer joined the Red Deer Knights first and was reunited with Excenmille, who was accompanying the unit. While they were explaining the situation to their captain, Alfonimile, Silanus and the others arrived. Masheg shared new information with the group: "The Behemoth is passing through the Jugner Forest, not the Pashhow Marshlands." ◆ Despite being seriously injured, Masheg fulfills his duties as a knight of the kingdom.

↓ Following Sogbog's advice, the Orc army sends Behemoth to conquer Tavnazia.

Check: King-slaying General

Character

Kingslayer Dogvdegg

Dogvdegg, the Kingslayer. The commander who leads the Vulture Legion of the Orcish Empire.

In this Quest, it is revealed that the covertly active Zogbog is using Dogvdegg, one of the two major leaders of the Orc army, as a living shield. Dogvdegg is known as a formidable individual who single-handedly assassinated the previous King of San d'Oria, Granture. As depicted in Vana'diel Past Q05, "A Small Victory, One Resolution," he is also the one who killed Excenmille's mother (→P.376).

■ Check "That moment" is drawing near

Zogbog suggested deploying the Behemoth in exchange for Dogvdegg returning the elite Vulture Corps currently engaged in the conquest of Tavnazia. As his reason, Zogbog cites a "historical fact" unknown to those of the Vana'diel Past: "Soon, Tavnazia will be split from the continent by a mysterious explosion."

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Vana'diel Past Q43: "The Path of No Return"

Client: Silanus

Upon returning to the royal capital, the Adventurer was entrusted with a letter addressed to Alf Onimill by Rongelouts, who had protected Rahal, and rejoined the Red Deer Knights. Upon receiving the letter, Alfonimile says he is heading to Tavnazia to provide aid. Excenmille deserts the corps, saying he can't let Mascheg's efforts go to waste.

The Adventurer and Silanus, who had followed Excenmille to the Jugner Forest, witnessed Excenmille fall into Zogbog's trap and be dragged into a cave that extended beneath the forest. The Adventurers enter the cave, defeat the Behemoth controlled by Zogbog, and rescue Excenmille. The group then cornered Zogbog on the surface, but was suddenly surrounded by Dogvdegg's elite unit, who happened to be nearby. Excenmille recklessly attempts to engage in combat with Dogvdegg, the slayer of his mother. At that moment, the Red Deer Knights, led by Alfonimile, appeared and routed the Orc army. What is the true meaning of...? They are evenly matched with the elite forces.

Then ↓ Excenmille as the "future" Zogbog, whom they call their enemy.

↑ Alfonimile's Red Deer Knights are Dogvdegg's

The Boys' War *to be continued*

Check: A hint from an old comrade-in-arms

After Excenmille's escape, Alfonimile read a letter from his old friend Rongelouts. The letter instructed him to head not to rescue Tavnazia, but to prevent the transport of Behemoth. Though he had his doubts, Alfonimile followed the instructions and arrived in time to save his sons from danger. Rongelouts sent this letter not only for strategic reasons, but more importantly, to protect the young knights who were likely to act recklessly.

Check: A Timeless Grudge

In Vana'diel Past Q05, "A Small Victory, One Resolution," Zogbog referred to Excenmille as his clan's enemy. In this Quest, too, he calls Excenmille the enemy of the "future" who took his family. From the way he speaks, it seems that Zogbog, like the Adventurer, is also someone who has crossed time.

■ Vana'diel Past Quest [Republic of Bastok]

Continuous Quest Vana'diel Past Q44 ▶ Vana'diel Past Q45

Ignorance and Hatred (→P.379)

Bastok, which had seemingly united after the civil unrest caused by Garka. As if to shatter that peace, a blood-stained whirlwind once again rages.

Vana'diel Past Q44 "Whirlwind, Again"

Client: Klara

Related: Vana'diel Past Q17 "Flames of Oblivion" (→P.381)

Galka's murderer, "Black Iron Whirlwind," who once shook the capital to its core. As a series of murders seemingly linked to him occur once again, the Mythril Musketeers—whose authority was revoked for their role in the civil war—are called upon to join Adventurers in the investigation. Realizing the perpetrator was hiding at Shibue Falls in Vunkerl Inlet, the Adventurers rushed to the scene alongside the 1st Iron Musketeers, who were already investigating the case. Klara tried to persuade "Black Iron Whirlwind" to surrender, but he became enraged by the Steel Musketeer's careless move and attacked her. Klara had no choice but to swing her sword, and "Black Iron Whirlwind" fell into the pool at the base of the waterfall, disappearing without a trace. The Mithril Musketeers in action. Klara holds an investigation meeting with Tromeus ↑ to persuade "Black Iron Whirlwind," but her efforts are in vain due to the Iron Musketeers.

↑ Bal Commander of the 1st Iron Musketeers

Check "Black Iron Whirlwind"

The "Black Iron Whirlwind" is a legendary murderer from Bastok. He was known for targeting only high-ranking government officials and leaving a distinctive mark on the foreheads of their corpses. Although "Black Iron Whirlwind" had not been seen active since a few years prior, the recent serial murders were attributed to him because the victims also had marks on their foreheads.

Check: The plight of the Mythril Musketeers

At this time, the Mythril Musketeers were removed from the president's protection after taking responsibility for Five Moons leading the civil war. Instead, the 1st Iron Musketeers are taking on the task. As an elite unit of the Ministry of Industry, they seem to harbor a sense of rivalry toward the Mythril Musketeers, and they make sarcastic remarks about the Mythril Musketeers, who have been stripped of their authority.

Next Page

Vana'diel Past Q45: "Honor and Betrayal"

Client: Nicolaus

The Adventurer, having visited the Metalworks in the capital, was directed to the Mythril Musketeers' station. Klara, who had reported the final moments of the "Black Iron Whirlwind" before the Musketeers and the Adventurer, announced that this achievement had restored the authority of the Mythril Musketeers. She heads to the Office of the President with Zaid, once again tasked with protecting the President.

Meanwhile, Five Moons, who, as a comrade of Galka, found the death of "Black Iron Whirlwind" somewhat inexplicable, and Nicolaus, who was curious about the motive behind "Black Iron Whirlwind" causing an incident at this stage, visited Vunkerl Inlet with the Adventurer to investigate the scene. The group, having already joined up with Volker who was scouting the area, encountered a suspicious Ahriman monster. Five Moons: Rt — 17 Did they do this at the Ahriman chief's gathering too? Volker: JILL, we're surrounded! They discover a monster. They pursued it and defeated the monster that attacked them in a nearby cave. ↑ The Adventurers of shape-shifting Ahriman. The Adventurers. Nicolaus, based on the enemies' behavior into their own form and the resistance felt during the attack, deduced that Engineering Technology. Klara Besterjil Esald, reporting for duty. Prien - 227. And so, I deduce that you deliberately kept quiet about it to Saido and the others. It's been a while, adventurer. Thank you for coming. Klara: Today, it is my honor to announce that the adventurers and Volker will immediately begin work on the carpentry. They return to their home. ↑ It was Klara and Zaid who visited the Office of the President and knelt before Pleen, but...

investigating the scene at Vunkerl Inlet are ambushed by a swarm

the previously missing "Black Iron Whirlwind" was actually this Ahriman in disguise. Klara, despite realizing this, kept quiet. Klara: Mithril

Ignorance and hatred

to be continued

Check: A number of questions

Regarding the death of the "Black Iron Whirlwind," while Flaubert's suspicions stem from his sentimentality as a Gaul, Nicolaus's doubts are grounded in reality. From the very start of the incident, Nicolaus had been wondering, "Why did the Black Iron Whirlwind, which ceased its activities several years ago, start moving again?" and "If they were aiming for the lives of high-ranking government officials, why did they choose 'now' when it would have been more convenient during the civil unrest?" Furthermore, after defeating Ahriman, Nicolaus finds Klara's behavior suspicious, but...

Check: Klara and Zaid

On their way to the Office of the President, Klara and Zaid discuss the time when Zaid joined the Musketeers, as if to reaffirm their trust in each other. At that time, Zaid expressed his gratitude to Klara, saying, "I was able to become a better person thanks to the captain."

↑ The two had sworn to each other that they would work for the development of Bastokan and for peace.

Vana'diel Past Q46 "Jeweler's Tears"

Client: Wahid

Character

Wahid

A jeweler who does business in Bastok. He's obsessed with money.

Swantje

A skilled goldsmith. She is distressed by her husband Wahid, who thinks of nothing but business.

Wahid, who had asked the Adventurer to procure gems, got into an argument with his wife, Suan Che, due to a difference of opinion. The Adventurer, who had been asked by Wahid to search for his wife who had disappeared, found Suan Che's lifeless body near the exit of Palborough Mines, along with an empty ring that appeared to be hers. Upon returning to the capital, the Adventurer told Wahid, who had found Suan Che's farewell letter, about her death and the ring. Wahid finally realized his wife's feelings and was overcome with grief.

↓ To her husband, who talks about nothing but money. Swantje expresses her concerns.

↑ His wife and himself when they were happy. Wahid remembers and sheds tears.

Check: Suwanche's thoughts

In contrast to Wahid, who is particular about money, Suwanche says she wants to do a job that uses legendary gems to give everyone dreams, rather than creating expensive jewelry. She came to this conclusion after learning the story behind the empty ring Wahid had given her when they got married. This ring, with its empty setting, is said to return the couple to their happiest moment when a legendary gem is placed in it. She wanted to join forces with Wahid, just as they had when they were happiest, to bring dreams and hope to those darkened by war... With that in mind, Suwanche set out alone to find the legendary gem, only to fall to the hands of the Kudaf soldiers and never return.

By the way, the Wahid who appears here is the same person as the client Wahid in ■Bastok Q03 "Tears of the Siren" (→P.251).

Vana'diel Past Quest [Federation of Windurst]

Continuous Quest: Vana'diel Past Q47 ▶ Vana'diel Past Q48

The Land of Magic and the Daughters of Mother Nature

The Federation of Windurst's army had weathered numerous fierce battles, but its military strength had greatly diminished. To turn the tide of the war (→P.382) To do so, the final secret plan is set in motion .....

Vana'diel Past Q47 "Claws of the North"

Client: Rober Ackber

Related: Vana'diel Past Q25 **"Ladies' Feast" (→P.384)**

An Adventurer who visited the Heavens Tower alongside the Mithra Mercenaries. Robeleux Bell, who had been waiting, described the plight of the entire Altana Union army and revealed that, as a last-ditch effort, an offensive operation was underway to the north, the Shadow Lord's stronghold. He then instructed the Cobra Unit to head first to San d'Oria to join forces with the Northern Invasion Army.

Upon arriving in San d'Oria, the Windurst army received an urgent message from Shantotto and his men, who were fighting on their own in the north. It was reported that a large detachment of Beastmen was advancing toward Windurst. While Roberakbel kept his own forces for the northern campaign, he ordered Reko and the Cobra Unit to intercept the detachment.

Following Lehko's suggestion, Adventurers who had obtained equipment from the coalition's supplies to counter the enemy's Magic-resistant armor also entered Fort Karugo-Narugo. They collaborated with the Anaconda Mercenaries and other Mithra Mercenaries to somehow fend off the surprise attack by the Shadow Lord's Imperial Guard and the Yagudo Theomilitary. However, the fierce battle took its toll, and Fort Karugo-Narugo lost most of its functionality.

↑ Adventurer Reko Habhoka and the main leaders of the Mithra Mercenaries have gathered to defend the castle fortress to the last man.

Check: The Rainbow Child Appears

In this battle, the Beastman Confederate's invasion of the holy city of Windurst was halted, but Fort Karugo-Narugo was all but lost, and the Mithra Mercenaries suffered heavy casualties. As Reko Habhoka surveyed the devastation, the Terrestrial Avatar Carbuncle unexpectedly appeared before him. Moreover, they were old acquaintances, and they confirmed something to each other, saying, "The time has finally come."

↑ "This should have happened sooner, really," Carbuncle muttered.

Vana'diel Past Q48 "The Hermit and the Divine Beast"

Client: Reko Habhoka

Related: Windurst M4-1 **"Steal the Magicite" (→P.106)**

Character

Star Sibyl

The supreme Windurstian leader. Possesses the Book of the Gods, which contains the "Truth."

Karaha-Baruha

The head of The Optistery. He is holed up in the basement, researching a way to control the "Great Beast."

The Adventurer, reunited with Reko Habokka in the Holy City, was invited to the Heavens Tower. The two meet with the Star Sibyl, and through her, they are introduced to Karaha-Baruha, the head of The Optistery. Karaha-Baruha appears to be researching how to tame the great beast Fenrir to prevent the destruction of Windurst. He asks the Adventurer to find fragments of the magic chain "Gleipnir," which is needed to capture Fenrir. The Adventurer, who had traveled through time, found the three fragments of Gleipnir and delivered them to the Heavens Tower. Seeing Karaha-Baruha's joyful expression, Roberuakbel, who had discerned his desperate resolve, said, "I want you to survive." The Star Sibyl also cooperates with him. ↓ Fearing Karaha-Baruha's research

Check: The Field Marshal and the Hermit

In this Quest, Karaha-Baruha, who is regarded as a national hero in modern Windurst, makes an appearance. As revealed in the Windurst Mission, during The Crystal War, he was the one who, knowing he would die, executed a secret plan to save Windurst from destruction. Even though the Star Sibyl was unaware of his secret plan at the time, ☐ Bel-Akbel not only recognized Karaha-Baruha's resolve to die, but also expressed a desire to save the country without letting him die. Karaha-Baruha, in response to such a Robel-Akbel, asks, "Who exactly are you?", showing suspicion about his true identity.

↑ "This time, I just want to save his people," says Roberakbel.

The Land of Magic and the Daughters of Mother Nature – to be continued

The additional scenario series is now live!

The "Additional Scenario Series," which depicts a new adventure in Vana'diel, is finally live! This series delves deeper into the stories of existing Areas, starting with "A Crystalline Prophecy," which was released in April 2009, followed by "Tremor!A Mog Festival Night" and "A Shantotto Ascension."

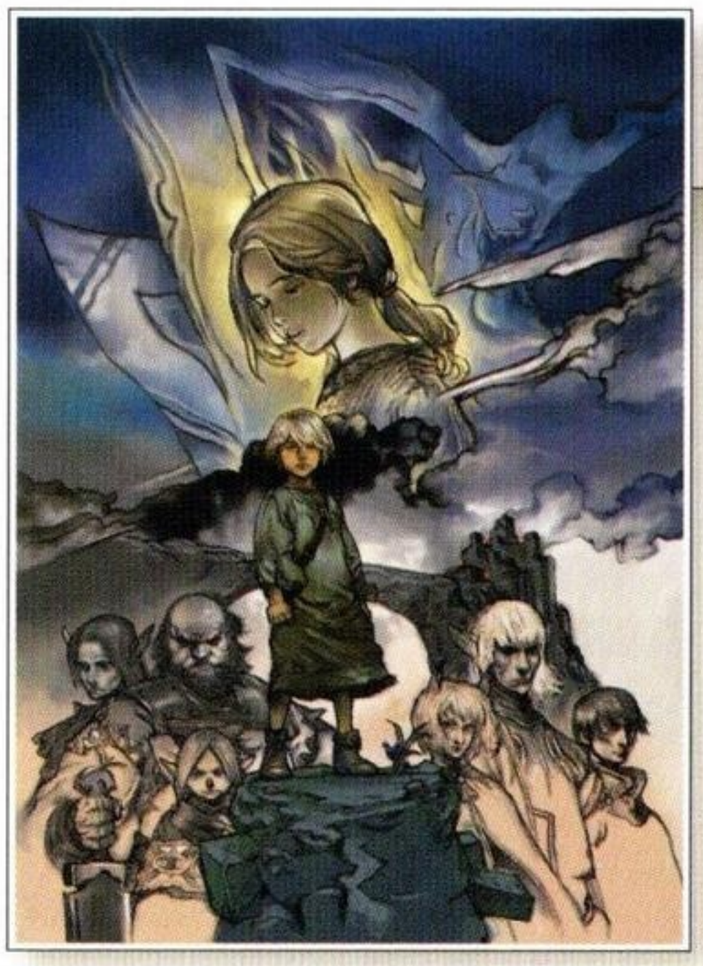


Illustration: Katsuya Terada

A Crystalline Prophecy: Vana'diel's Final Eulogy – The Soul's Response

One day, the echo of a massive Crystal suddenly appears in the skies above Jeuno.

Soon after, a series of significant and unusual events begin to occur across the land.

The Adventurer embarks on a new journey to unravel the mysterious origins of the "Crystal" that governs all life in Vana'diel!

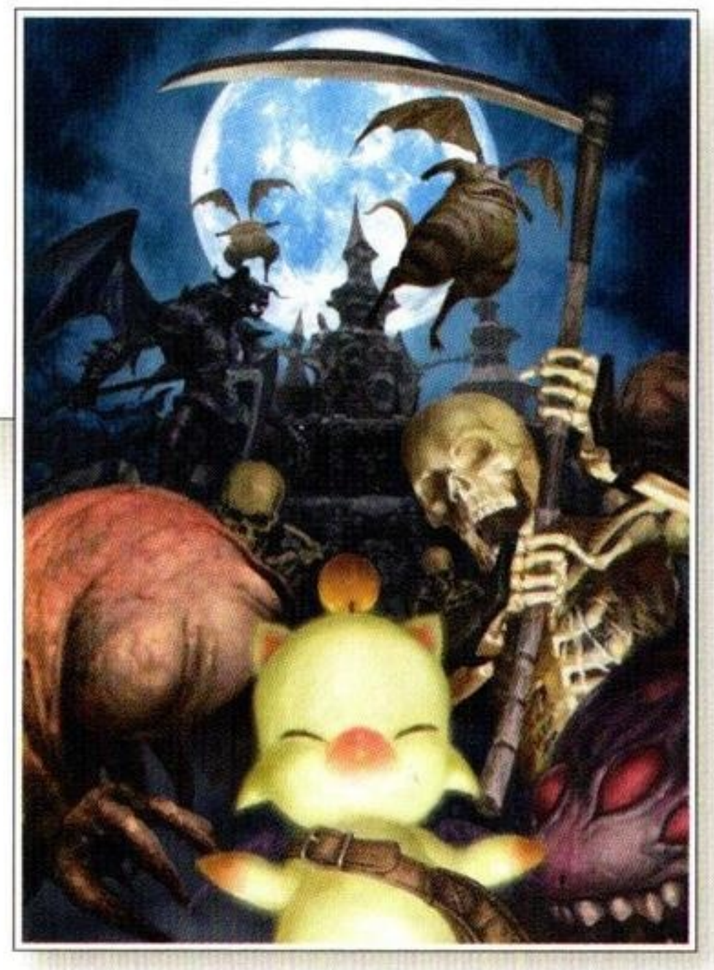


Illustration: Jun Suemi

Tremor! The Night of the Mog Festival TM

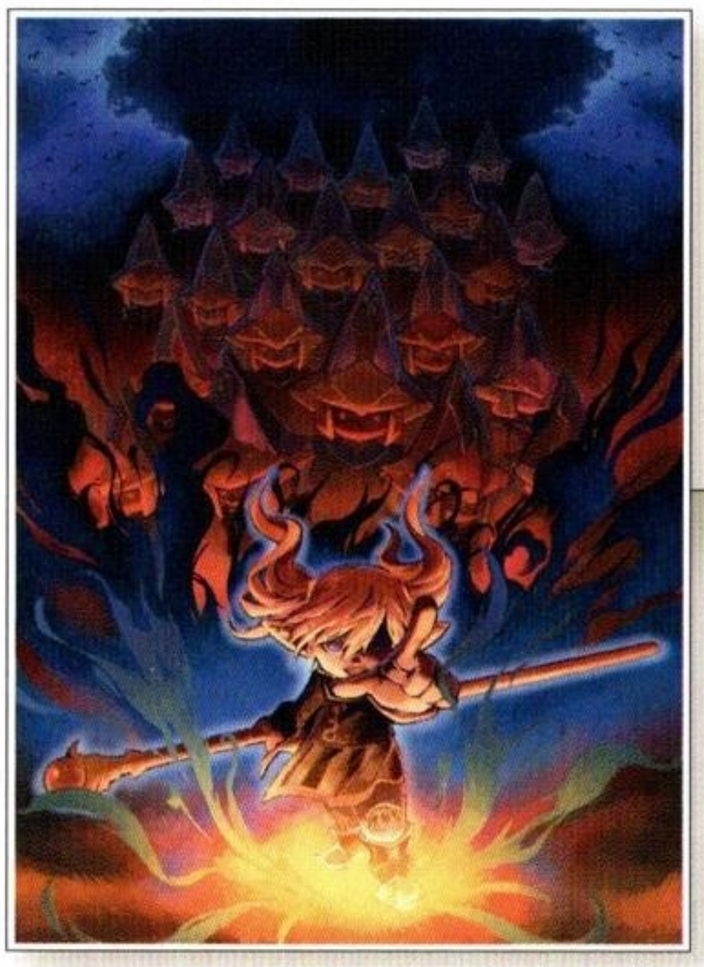
The smallest operation in Vana'diel's history

"It all started with something so simple: a single drop of rain leaking in..."

A series of strange phenomena originating from the aging Mog House.

"Little did the Mogs, who are not gods, know that this was the start of a terrifying nightmare..."

Illustration: Fumio Minagawa



A Shantotto Ascension TM

The most vicious operation in Vana'diel's history

Dr. Shantotto, who had disappeared, has returned to Windurst.

Upon her return, she further amplified her inherent wickedness, establishing the "Shantotto Empire" and declaring war on the world!

Just what happened to her?

A shocking truth awaits the Adventurer!

Chapter 4

ULTIMANIA GUIDE

アルティマニアガイド

Ken Iwao, the Living Encyclopedia of Vana'diel → Q&A

Kenichi Iwao has been involved in the story and setting of Final Fantasy XI since the beginning, serving as the lead designer for the game's overall worldview. We asked Iwao, who is often referred to as the "living encyclopedia" of Vana'diel, about his thoughts on the hidden settings and world of Final Fantasy XI in a Q&A format.

Q Mr. Iwao, you are in charge of the overall world setting for _Final Fantasy XI_. What specific aspects of the game are you involved in?

Iwao: Under the title of overseeing the overall storyline and setting of _Final Fantasy XI_, my job is to bring together various elements both within and outside the game. Specifically, my role involves deciding on the settings and names for various aspects of the game, such as areas, items, monsters, NPCs, skill names, and synthesis. I also coordinate the equipment for the NPCs that appear in the game, and consider things like their backgrounds and personalities. In addition, within the game, I write and oversee the plot and dialogue for events, and I finalize the planning for combat-related aspects. Outside of the game, I also oversee topics on the official website and write and supervise the settings for publications and related merchandise. Simply put, I'm the errand boy (laughs).

Q When creating an MMORPG (massively multiplayer online role-playing game) in the Final Fantasy series, in what areas did you focus on maintaining the "Final Fantasy" feel?

Iwao: I believe that innovation is what makes the Final Fantasy series so appealing. So, one of our goals was to create a world that had never been seen before. Of course, the traditions of the Final Fantasy series are also important, so we've included names for Magic, Items, and so on that are characteristic of Final Fantasy, and we also place a lot of emphasis on Crystals. However, in previous Final Fantasy games, Crystals were often treated like a kind of god at the center of the world. This time, however, we thought, 'Maybe they could be something that is universally present throughout the world,' and so we positioned Crystals as an Item used for Synthesis. At first glance, it might seem like the Crystal's status has been downgraded, but what we're actually doing is emphasizing its presence by creating a world where the people who live there always feel close to the Crystal.

Q Vana'diel is home to a variety of cultural regions. So, what direction did you take when creating the Altana Tri-Kingdom, which is the player's home country? Iwao: Each game in the Final Fantasy series has its own unique worldview, and each one has its own fan base. With that in mind, we decided to use the setting of the three kingdoms as a way to appeal to such a wide range of fans. Therefore, we differentiated the three countries by setting their cultural levels as early modern, medieval, and ancient, and their political systems as monarchy, republic, and theocracy. In addition, on a larger scale, we differentiated the countries through their choice of building materials—stone or wood—and the layout of their buildings and public squares. On a smaller scale, we emphasized the differences in industry, culture, and customs between the countries in every possible way, including the weapons and food sold in shops and even the use of Magic. I would be delighted if players could come to love one of the three kingdoms as their homeland.

That's great news.

Q What was the concept behind the five human races that players can choose from?

Iwao: Each race has a key concept. For example, for Hume, we thought of them as a "basic" race that is similar to real humans and has "diversity." Elvaan is "tall" and "action-oriented." Tarutaru is "cute and petite," and there's also a "slightly sly" side to her (laughs). For Mithra, I thought it would be nice to have her be a "nimble catgirl" with an "erotic and cool" vibe. For Garka, we gave him the silhouette of a "hulking powerhouse," but, in contrast to his appearance, we made him "thoughtful." However, these are just the general traits we initially envisioned for the races. In reality, there are many different types of characters, and I think that's a good thing...

Q Can you tell us about any episodes from the early stages of development that were related to the five human races?

Iwao: Actually, the name Tarutaru was meant to be a temporary name in the early stages of development. Originally, Tarutaru was conceived as a "bird-riding tribe that is always riding on Chocobos." At that time, we had borrowed the name of a real, historically existing horse-riding tribe as a provisional name. Later, the concept of the bird-riding tribe was dropped, but many people said, "The name sounds cute when you say it out loud, so let's keep it," and so we officially adopted it. In line with this, we also made the naming convention for Tarutaru follow a rhyming pattern.

Q Various Beastmen appear as enemies of humans. Did you have any difficulties in creating the different types of Beastmen?

Iwao: I didn't have that much trouble with the Beastmen. I often imagine the ideas and cultural elements of various peoples who have appeared throughout history, and I wonder, 'If these peoples, separated by time and geography, had met, perhaps a different culture would have emerged.' I applied that approach when creating the Beastmen, so I surprisingly came up with a lot of ideas right away.

Q How did you decide on the Beastmen that appear in Quon and on the Mindartia Continent?

Iwako: We had already thought about the Beastmen that appear up to Rise of the Zilart from the very beginning. My main concern was the overall balance. Broadly speaking, we included three types of races: classic fantasy races like Orcs and Goblins, familiar races from the Final Fantasy series, and original FFXI races like Quadav and Yagudo. As for the original races, it would be a shame if they weren't included, but I was also careful because I thought some players might find it odd if there were too many of them. As for the race names, I personally didn't like hybrid names like "Tortusman" or "Birdman," so I went with original names.

Q What criteria did you use to decide on the Beastmen that appear in The Near East?

Iwao: For this area as well, we aimed for a good balance. We included the Troll, a classic fantasy creature that hadn't yet appeared in Vana'diel; Mamool Ja, which has the classic lizardman characteristics despite its original name; Lamiae, a familiar creature from the Final Fantasy series; and Qiqirn, an original race. The reason Qiqirn are set in close contact with human life is that I thought it would be okay for the relationship between humans and Beastmen to be different from the relationship in The Middle Lands, which has a history of war. The people of Aht Urhgan are at war with some Beastmen barbarian tribes, but they don't view all Beastmen as enemies just because they're Beastmen.

Q Many of the Notorious Monsters among the Beastmen have unique titles, and some of them go by different titles in the Vana'diel Past. Could you tell us why you decided on this setup?

Iwao: The names of the Beastmen are created by me and the localization team. The reason why some characters have different titles in Vana'diel Past is that we wanted to show how things have changed over the more than 20 years that have passed. To give a simple example, in Vana'diel Past, there is a character named Quadav who is known as "Gob the Hero Hunter." During The Crystal War, he would boast to everyone that he had defeated so many of the enemy's heroes. However, in the present day, as research into The Crystal War has progressed, his true colors have been exposed, and he has come to be known as "Boastful Gob." We've also woven that kind of drama into his name, so I'd be happy if people noticed that.

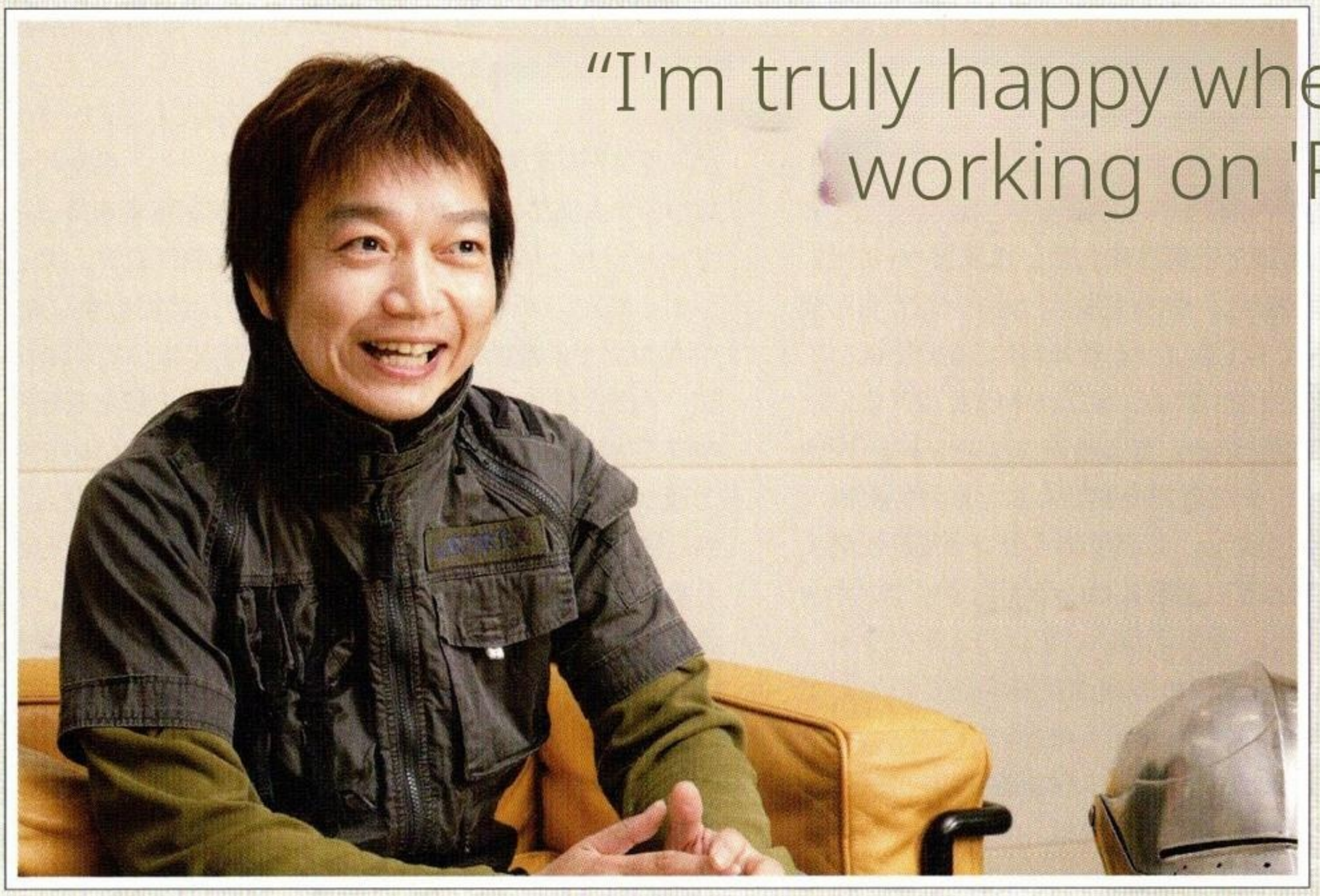
Q How was the Vana'diel newspaper, the "Vana'diel Tribune," which was published on the official website, created?

The Vanadiel Tribune was written by a total of three people: myself and two dedicated staff members. The process was that my staff and I would come up with plot ideas together, and after each writer had written their article, I would go over it again to supervise and proofread it. However, in my case, I was doing the editing work in parallel with my development work, so I remember sneaking around working late at night after all the staff had left the office (laughs). Some people wondered if it made sense to publish content depicting the game's world outside of the game itself, but I wrote it with the belief that it would definitely become part of Final Fantasy XI's legacy someday.

Kenichi Iwao

Kenichi Iwao

Responsible for the overall world setting of the "Final Fantasy XI" series. He told us he loves Western artifacts, especially armor, so this time we asked him to bring a small selection from his collection. Major works: "Parasite Eve 2," "Einhand"



"I'm truly happy when I'm working on 'FFXI.'"

In fact, I was able to make use of the serial novels "The Adventures of Friar José" and "Animal Big Sister" in Wings of the Goddess, so I'm glad I created them.

Q Do you have any anecdotes about the novel "The Women of Vana'diel," which was serialized in the "Vana'diel Tribune"?

Iwao: "Vana'diel's Women" started as a project based on a suggestion from one of the female staff members at Tribune, who said she wanted to write backstories for the NPCs in each Area from the perspective of someone who isn't an Adventurer. Before that, I had also included a side story about the Area as part of the Ironheart stone monument in Q02, "The Footprints of a Certain Adventurer," from a similar perspective. I was also in favor of depicting Vana'diel from a perspective other than that of an Adventurer, so I decided to have her write it. In fact, the main character, Mr. Kaufmann, created a lot of settings as he traveled around various countries, which came in handy for various events later on. However, although "Vana'diel's Women" has a total of 30 chapters, I hadn't originally planned for it to be such a long serial. What's more, I prioritized what I wanted to depict over consistency, so there are some somewhat odd parts in Mr. Kaufmann's journey (laughs).

Q Could you tell us about the most memorable event from your time working on _Final Fantasy XI_?

Iwako: When the Fan Festival 2007 was held in Anaheim, California, I was asked to give a lecture on the history of Vana'diel, and that was the first time I was able to speak directly to players. I was truly moved by the enthusiastic response from everyone there. We decided to hold the history lecture because we were concerned that there might be a big difference in knowledge between players in Japan, who are fairly familiar with Vana'diel's history from books and other sources, and players in North America, who don't have access to those materials."

We decided to hold the history lecture out of concern that there might be a significant knowledge gap between players who had read books, etc., about Vana'diel's history and players in North America who didn't have access to those media. Given this situation, I thought we needed to do something, because when Wings of the Goddess, which is set in a historical world, is released, there will likely be a big difference between how much players in Japan and the United States can enjoy the story. To be honest, though, at first, I was worried that the topic might be boring. However, during the lecture, every time we turned a page in history, the audience's reactions ranged from delight to sorrow, and that concern was completely dispelled. That was the moment when I felt truly grateful.

Q When you bring your own setting to Final Fantasy XI, what do you keep in mind?

Iwako: Instead of explicitly describing the core of the story, I try to present a vague overall picture based on the events that surround it. In a typical RPG, the mysteries and secrets of the world are often presented directly. However, in an MMORPG, the world where the adventure takes place is a place where players live and play their lives, so I think it would be presumptuous and uninteresting to provide a complete answer there. Besides, I think it's more interesting if players come up with their own interpretations of the setting and the story's mysteries based on the facts they learn through playing the game.

Q The number of characters has surpassed 2 million. How do you feel about the game's current popularity?

Iwao: I'm happy, but I'm also scared (laughs). With so many people playing the game, all with their own unique values and knowledge, my mind is constantly occupied with the idea that there can be no flaws. In fact, even when it comes to naming Weapons, I've seen really knowledgeable people whose expertise far exceeds mine.

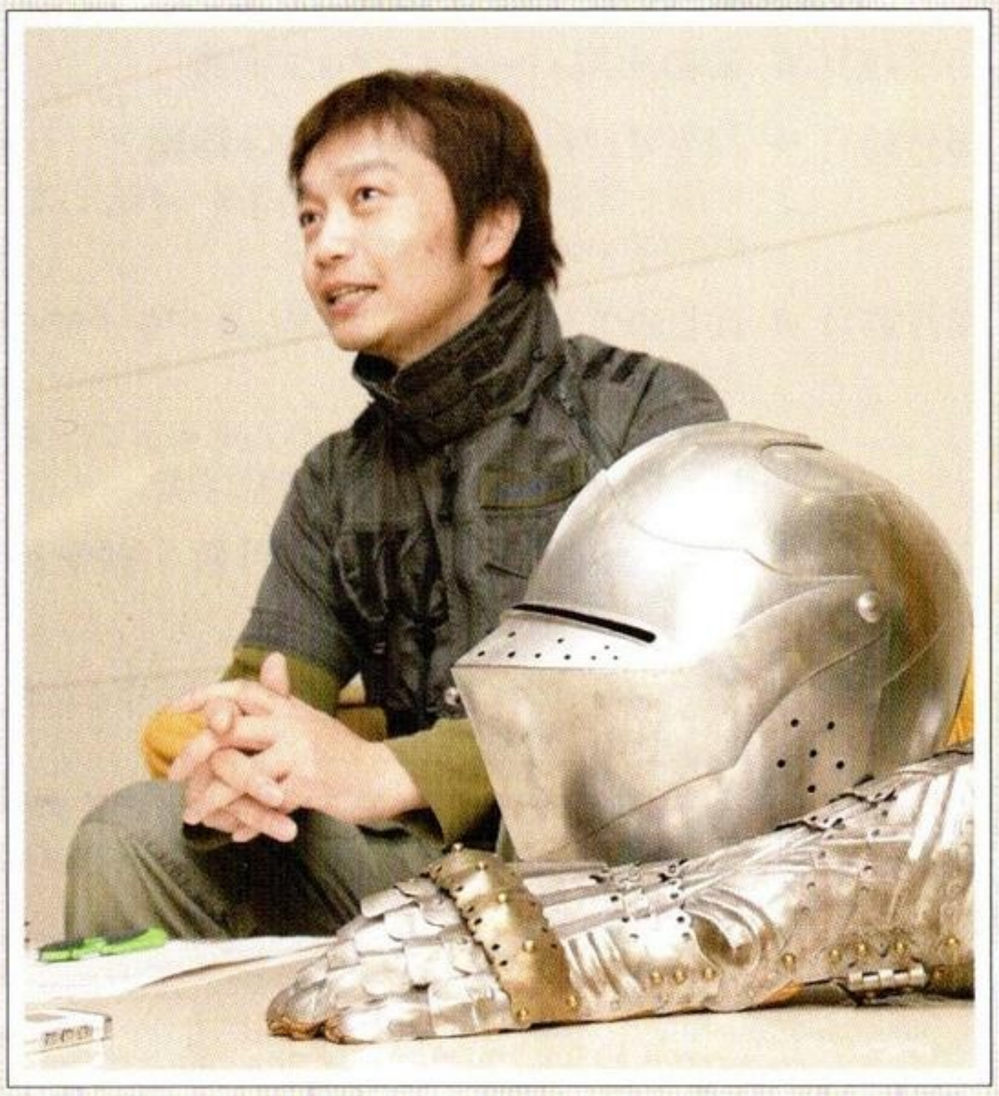
When I think about the people who play my games, I don't want to let them down, so I buy a lot of books, do thorough research, and then make decisions based on that. So, when I get feedback saying the game was boring, I feel really down, but when I find out that people are enjoying it, I'm really happy. Feedback like that from everyone gives us developers energy, so even though I know there are things you're not happy with, I'd be thrilled if you'd keep playing and share your thoughts with us.

Q: How would you like players to enjoy _Final Fantasy XI_?

Iwao: I hope everyone can find their own way to enjoy the game. That's why I want to continue working hard to provide a space where players can enjoy the game in many different ways. For example, I was the one who suggested adding Synthesis, but some people expressed concern, saying, "It's a complicated feature, and we might not need it." However, I wanted to offer players a lot of things to do from the start, so I managed to get it added. Even though it's a closed world, we've always wanted players to be able to play as freely as possible. In that sense, I'm really happy that people create and enjoy fan art for _Final Fantasy XI_, and I'd like to encourage them to feel free to do so. The creations that were made in this way are the result of players discovering Vana'diel's values in their own way and elevating them into creative works, so for us as developers, there could be no greater reward.

Q: Do you have any dreams of incorporating a particular element into Final Fantasy XI?

Iwao: I've always wanted to create a large-scale battle against NPCs, and in Treasures of Aht Urhgan, I was able to do that through the Besieged (a defensive battle to protect Al Zahbi from a barbarian army).



We made it a reality in the form of a siege (a defensive battle to protect Alzab from the Barbarian Army). With that in mind, this time, I'd like to try a large-scale battle between player characters. Ideally, I'd like it to be something where there's a real reason to fight, like something to protect or someone to be loyal to. As a hobby, I collect Western armor. In Europe and the United States, there are events where hundreds of people gather on a field to build a medieval town, and then they put on armor and use mock weapons to play war games in a competitive format as a way to celebrate the Middle Ages (laughs). At those events, each side fights under its own king, and as the battle progresses, you really feel a sense of loyalty to your own king and a bond with your comrades-in-arms. My dream, or rather, one of my ideals, is to be able to recreate that feeling in an MMO. I don't think it's impossible, but there are a lot of hurdles to overcome, so I have to work hard.

Q: Could you tell us what kind of Vana'diel you would ideally like to see, Mr. Iwao?

Iwao: Back in the day, I absolutely loved tabletop conversation RPGs (RPGs where the game progresses based on the players' conversations). In tabletop talk RPGs, there is a basic rulebook, but the players can customize the detailed rules and write the scenarios themselves, so the world can be expanded infinitely to suit the players. Later, when MMORPGs appeared as computer games, I felt that they had come close to tabletop RPGs, or perhaps even surpassed them in some ways. Ideally, we would take it one step further from there and create a world where players can actively participate in its creation. If we were to compare it to cooking, I feel that Vana'diel right now is similar to us developers serving something we've made and saying, "Please enjoy this," so that everyone can enjoy it. If we could create a system where players could instantly respond to each other's individual requests—like, 'Today, I'm having a get-together with these kinds of friends, so I want to eat this'—I think that would be truly wonderful.

Q: Mr. Iwao, what has _Final Fantasy XI_ come to mean to you personally?

Iwako: It's a game that I'm always aware of and thinking about in the back of my mind—not just in my daily life, but also when I'm doing other work or playing other games... It makes me wonder if I might have a disease (laughs).I kind of wonder if I'm obsessed (laughs). But the truth is, I love the world of Vana'diel, and I also love the Adventurers who play there. So, when I'm working on _Final Fantasy XI_, I'm very happy, even though it's tough. Even now, I don't think I've achieved even half of what I wanted to do, so I want to keep working hard to expand the world of _Final Fantasy XI Story Ultimania_. Thank you for your support.

The History of Final Fantasy XI

The History of Final Fantasy XI

Finally, it's been seven years since Final Fantasy XI officially launched. This article will introduce the history of this game, which has continued to evolve through numerous Version Updates and the release of expansion packs, focusing on aspects related to the in-game story.

2000: The Game Takes Shape

January 29 ● At Square's (now Square Enix) private event "Square Millennium," the development of _Final Fantasy XI_ was announced. At the same time, the PlayOnline concept was unveiled, revealing that _Final Fantasy XI_ was being developed as an online game.

The Eve of 2001

July 19 ● **"FFX" released, bundled with a DVD containing images of "FFXI," which was still under development**

On the DVD "OTHER SIDE OF THE FINAL FANTASY" included with _Final Fantasy X_, you can see the characters Hume, Elvaan, and Galka, as well as the Mandragora, Gooboos, and Wilms.

December 17 ● Beta testing for the PlayStation 2 version of _Final Fantasy XI_ begins.

Because the beta version of _Final Fantasy XI_ is still under development, it differs from the final release in many ways. For example, players can only choose from six standard Jobs, and all Beastmen have the appearance of Orcs.

2002 Launch

April 26 ● **Beta testing for the PlayStation 2 version of _Final Fantasy XI_ ends**

May 16 ● **Release of the PlayStation 2 version of _Final Fantasy XI_ and start of service**

Initially, the service launched on 20 World Servers named after Avatars that appeared in the Final Fantasy series. Worlds were added as the number of PlayStation 2 players grew, and as of April 2009, 33 worlds, including test servers, were in operation.

June 5 ● **"Final Fantasy XI Original Soundtrack" released (→ p. 466)**

June 11 ● **First Major Version Update Released**

June 18 ● "FFXI" Windows beta testing begins: As a first step toward making the game multiplatform, beta testing on PC has begun.

June 25 ● **For the first time, a player reached level 50.**

At the same time, it was announced that the level cap (maximum level) at that time was 50.

July 19 ● **First official event, "Moogle Comfort Trip Happening," held**

July 29 ● **First large-scale user-led event, "Windurst Bon Odori," held**

This event, inspired by summer festivals, was later adopted as an official event under the name "Amasuzu Festival" and is now held annually.

2002

July 30 ● First "Vana'diel Population Survey" released: Information on the level distribution of all player characters and the distribution of main jobs, among other details, was announced.

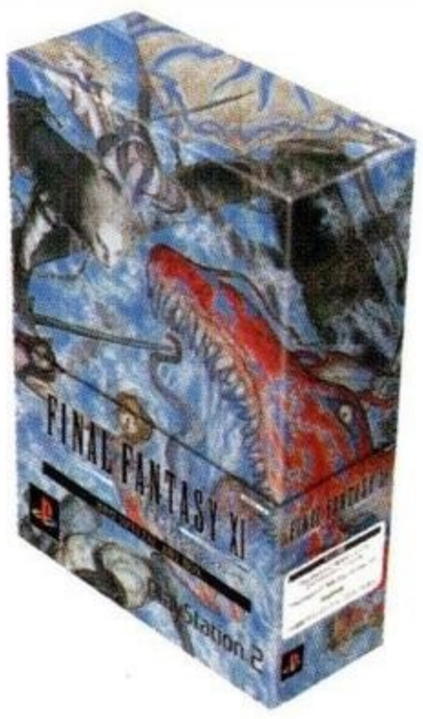
August 8 ● ■ Sanggoku Common M5-2: "The Heir to the Light!""Xarcabard, Land of Truths" and "Return to the Depths" (→p. 125) added

September 6 ● Second "Vana'diel Population Survey" released: In addition to data on level distribution and main job distribution, information on the distribution of player home countries was also announced.

September 12 ● The first Limit Break Quest, [redacted] "Challenge to the Realm" (→p.299), was released, and the level cap was raised to 55.

September 26 ● **"FFXI 2002 SPECIAL ART BOX" released**

A special limited-edition package featuring an illustration by Kikotaka Amano was released.



October 10 ● **3rd "Vana'diel Census" released**

November 1 ● **End of the Windows beta test for "FFXI"**

November 7 ● **"FFXI" for Windows released**

2002

November 22 ● **Announcement of the release of the expansion disc "Rise of the Zilart"**

Photos of new Areas such as Kazham and Yuhtunga Jungle have been released. From now on, information on new Advanced Jobs and other related details will be announced one by one.

November 26 ● **: Limit Break Quest** [redacted] **Jeuno Q02 "Climb All the High Mountains" (→p. 299) has been released, and the level cap has been raised to 60.**

Artifact equipment quests for Warrior, Monk, White Mage, Black Mage, Red Mage, and Thief (→p. 390) have been released.

Official wedding support now available

December 19 ● **Artifact equipment quests for Paladin, Dark Knight, Beastmaster, Bard, and Ranger (→p.390) have been released.**

2003

Expansion

January 1 ● Lucky sheep appear throughout Vana'diel to mark the fact that 2003 is the Year of the Goat. Since then, as a New Year's event, it has become customary for Monsters and other creatures associated with the zodiac sign of the year to appear.

April 15 ● **Pre-release Version Update for "Rise of the Zilart" (except for some content, the release of "Rise of the Zilart" is required to unlock content)**

Jeuno Enhancement Quest Q03 "Where the Wind Blows" (→p.299) has been added, and the level cap has been raised to 65.

The enhancement quest "Where the Wind Blows" (→p. 299) has been released, and the level cap has been raised to 65.

New Advanced Jobs added: Samurai, Ninja, Dragoon, and Summoner

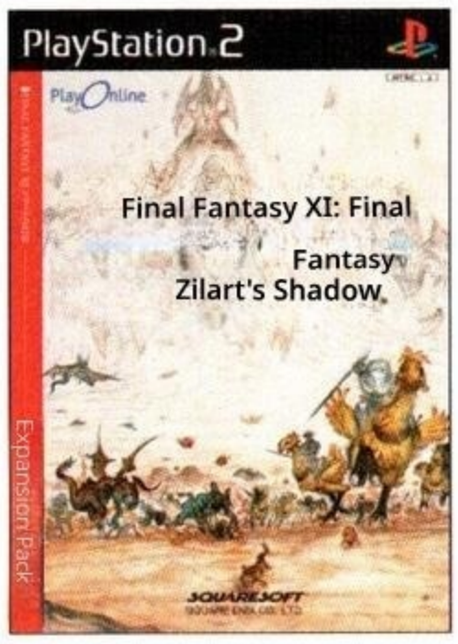
On April 17, when the content was released, the new Quest to obtain the new Jobs became extremely popular. In various locations, lines formed as players waited their turn for the Quest.

Missions with Mission Ranks 6–8 have been added to Home Country Missions.

"Rise of the Zilart" Mission (→p.126) released

(■ Zilart M01 "A New World" – Zilart M08 "Return to Delkfutt's Tower")

April 17 ● **First expansion pack, "Rise of the Zilart," released**



May 16 ● 1st anniversary of service launch

May 21 ● "Final Fantasy XI Rise of the Zilart Original Soundtrack" released (→ p. 468)

May 27 ● "Thank You, Adventurer!" Campaign held: In addition to giving out gifts, players were also able to check their play data, such as the number of times their Adventurer characters chatted and the number of times they were incapacitated in battle.

June 12 June 12: "FFXI Entry Disk" released – A basic disk that does not include the content of "Rise of the Zilart" was sold at a reduced price.

2003

July 17 ● Jeuno Limit Break Quest Q04

The limit break quest "Like Clouds Covering the Sky" (→p. 300) was released, and the level cap was raised to 70.

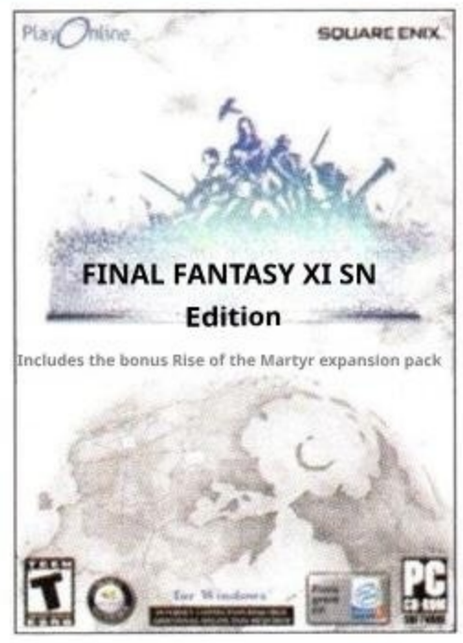
● Zilart M09 ■ "Ro'Maeve" ~ ■ Zilart M15 "The Sealed Gate" added

Samurai, Ninja, Dragoon, and Summoner Artifact equipment quests (→P.390) have been added.

October 21 ● Home Country Missions for Ranks 9–10 added, completing each Home Country Mission series

■ Zilart M16 ■ The Celestial Nexus ~ Zilart M17 The End of a 10,000-Year Dream added, completing the "Rise of the Zilart" Mission

October 28 ● North American Windows version of _Final Fantasy XI_ released



October 31 ● Official event "Trick or Treat!!"This event is held to celebrate Halloween and will be held annually from now on.

December 16 ● Final chapter of the Limit Break Quest ■ Jeuno Q05 "To the Heavens Tower" (→p.300) released

The level cap has been raised to 75. Just prior to this, it was clearly stated that Level 75 is the final level cap for level-up progression.

Official event "Holy Night in Vana'diel" held

To mark the Christmas season, Christmas decorations were added to the three kingdoms of Altana. Going forward, the event will be held annually under the new name, "Starlight Festival."

2004

Development

January 1 ● **The Happy Monkey Family appears throughout Vana'diel**

February 26 ● **New Avatar "Fenrir" Acquisition Quest, Windurst**

Q80 "Guidance of the Moon" (→P.417) released

"Dynamis" for Altana Shikoku (→P.435) released

February 27 ● **Official event "Hina-Matsuri" held**

To celebrate the Peach Festival, cherry blossom trees and Oriental-style folding screens were set up in the three kingdoms of Altana. The event will be held annually from now on.

March 23 ● **"Final Fantasy XI" PlayStation 2 version released in North America**

April 9 ● Official event "Egg Hunt" held – an event tied to Easter (Resurrection Festival) that will be held annually from now on.

April 22 ● The conflict "Ballista" released. This content, which allows players to enjoy PvP (player-versus-player) battles, has attracted a lot of attention.

Beaucedine Glacier and Xarcabard dungeons (→p. 437) added

April 28 ● Release of the expansion pack "Chains of Promathia" announced; images of the Tavnazian Archipelago and Bahamut, among others, were revealed. There is talk that the city that only appears in the opening movie (Marquisate of Tavnazia) will actually be playable in the game.

May 9 ● **Event held to celebrate the 2nd anniversary of the service launch**

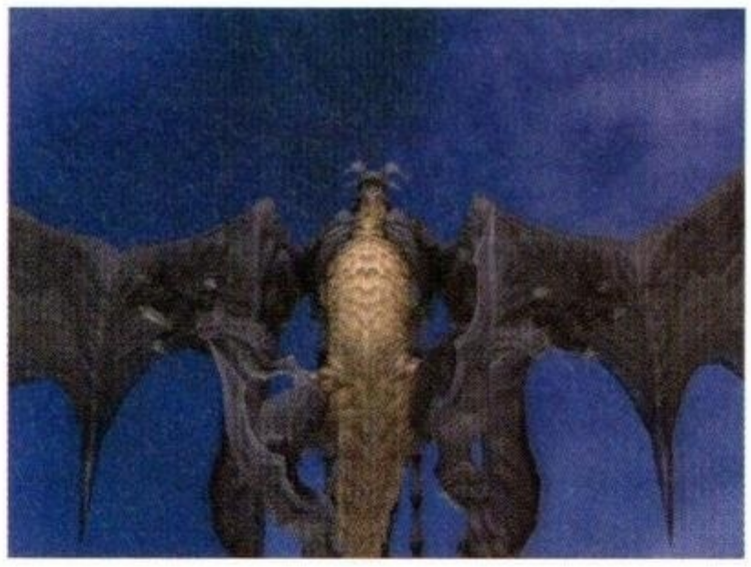
May 14 ● The 4th "Vana'diel Population Survey" was released. In addition to the usual data, information such as a comparison of log-on times between Japan and North America was also published.

2004

September 11 ● **Enterbrain hosts the event "FFXI Chains of Promathia Special Night"**

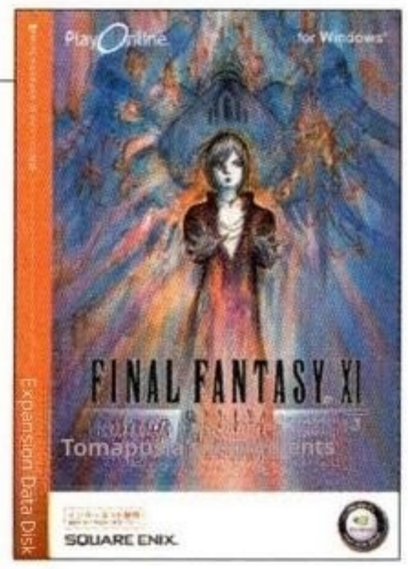
September 14 ● **Pre-release Version Update for "Chains of Promathia" implemented (with the exception of some content, "Chains of Promathia" is required to unlock the content)**

The "Chains of Promathia" story (→p. 142) released (■ Promathia 1-1 "Baptism of Life" to Promathia 6-3 "All the Answers We Seek")



September 16 ● **Second expansion pack, "Chains of Promathia," released (September 28 in North America)**

Expansion Pack



All-in-One Pack 2004

"FFXI" service launched in Europe

September 24 ● **Special footage from "Chains of Promathia" shown at the 2004 Tokyo Game Show**

October 7 ● **Promathia 6-4: "Fear Me" – "Never Look Away" added Promathia 7-3**

November 17 ● **"Final Fantasy XI Chains of Promathia Original Soundtrack" released (→p. 469)**

2005 Stable

January 1 → **A family of birds that bring happiness, Vana'diel, appear in various locations**

February 11: Official "Valention Day" event held. This event is held to celebrate Valentine's Day and will be held annually from now on.

February 24 **Promathia 7-4 "Before the Parting" – Promathia 8-1 "The Ancient Garden" added**

March 3 March 3, 2005: "FFXI Entry Disc 2005" released – a new basic disc that incorporates all the Version Updates up to that point.

April 14 ● "Welcome Back Campaign" launched: This character revival service for players who have unsubscribed or canceled their membership has been offered regularly ever since.

April 21 **Promathia 8-2 "Chosen Death" and Promathia 8-3 "The Angels' Resistance" added**

April 28 **Official Event: "Martial Arts Festival" Held**

The event is held to celebrate the Dragon Boat Festival, and it will be held annually from now on.

May 9 The 5th "Vana'diel Census" was released. In addition to the familiar level distribution data, the census also published information such as a popularity ranking by race and a list of Items with high bid-winning rates at the Auction House.

May 11 "Adventurer Referral System" Launched

Thanks to this system, players can now invite friends who haven't yet started playing _Final Fantasy XI_ to Vana'diel and receive rewards.

May 13 **"Thank You, Adventurer!" Campaign held to celebrate the 3rd anniversary of the service launch**

2005

July 19 **Promathia 8-4 "Dawn" through Promathia END-6 "When the Chains Are Broken" have been added. After the "Chains of Promathia" story temporarily concludes, a sequel quest series will be added.**

Fellowship quests released (→p. 306)

Jeuno Q22: "The Name of That One" ~ Jeuno Q24: "Those Who Are Guided"

You can now add Fellows to your party. From then on, Fellowship quests will be added one after another.

July 30: Square Enix's private event, "Square Enix Party 2005," was held.

At the "Final Fantasy XI" booth, there was a "Heroes Combat" event where players could battle Trion, Falkor, and Ajido-Marujido, and a demonstration of the Xbox 360 version was also held.

August 24 **『THE STAR ONIONS "~FINAL FANTASY XI Music from the Other Side of Vana'diel~" released (→p. 473)**

August 27 **"FFXI Summer Carnival 2005" event hosted by Enterbrain held**

September 16 At the 2005 Tokyo Game Show, the release of the expansion disc "Treasures of Aht Urhgan" was announced without prior notice. In addition, it was revealed that the expansion would feature a new Area with a distinct cultural feel and the long-awaited addition of the Blue Mage, raising user expectations.

December 10 **Beta testing for the Xbox 360 version begins in Japan**

2005

December 13 ● A Quest (→P.175) that continues the story of "Chains of Promathia" has been added ("In Charge of 'Windurst Q84: With the Smiling Nightmare'").

(In charge of "With the Smiling Jeuno Q74 "Hilaria" Succubus ~")

A new Avatar, "Diabolos," was also added.

2006 Shintenchi

January 1 ● A New Year's event to celebrate the Year of the Dog, featuring Fenrir, who went on a rampage after being summoned by a certain Summoner. The event was held with Fenrir portrayed as a dog.

February 21 ● New conflict "Brenner" released

Jeuno Q75: "Shadow of the Damned" – "Chains of Promathia END-7: All Ends Are Not Closed" added; Mission "Rise of the Zilart" and story "Chains of Promathia" completed

March 9 ● "FINAL FANTASY XI Fan Festival 2006" held in Santa Monica, California

April 3 ● Xbox 360 beta testing ends

April 18 ● Version Update in Preparation for the Release of "Treasures of Aht Urhgan" (Except for some content, access requires the release of "Treasures of Aht Urhgan")

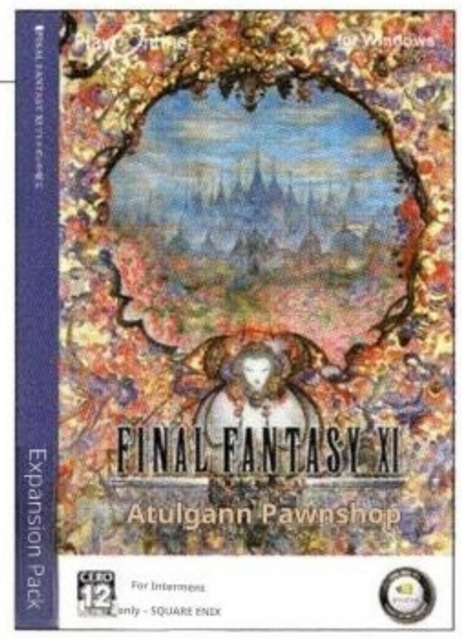
New Advanced Jobs added: Blue Mage, Corsair, and Puppetmaster

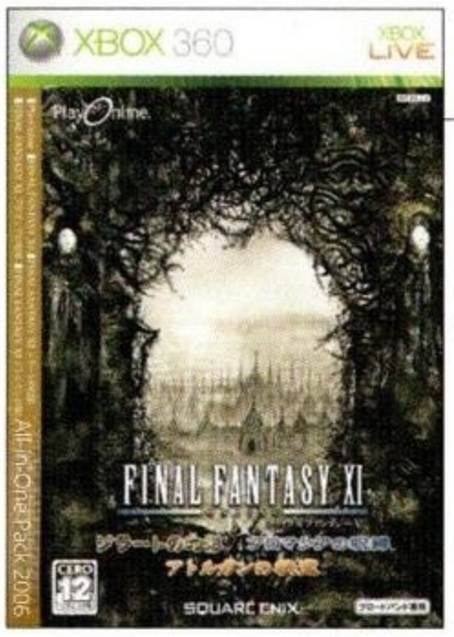
Treasures of Aht Urhgan Missions (→ P. 180) released (Aht Urhgan M01 "Land of the Holy Serpent" – Aht Urhgan M08: "The Duty of a Mercenary")

2006

April 20 ● Third expansion pack, "Treasures of Aht Urhgan," released

Expansion Pack





All-in-One Pack 2006

Service for the Xbox 360 version of "FFXI" has launched

May 12 ● **"Thank You, Adventurer" Campaign Held to Celebrate 4th Anniversary of Service Launch**

"Final Fantasy XI: Treasures of Aht Urhgan – Original Soundtrack" released (→ p. 470)

June 23 ● The 6th Vana'diel Census was released. In addition to the existing data, information on the total number of Relics enhanced to their final form and the progress of the "Treasures of Aht Urhgan" Mission was also announced.

July 25 ● Blue Mage, Corsair, and Puppetmaster Artifact equipment acquisition quests and enhancement quests (→ P.390) released

August 2 ● **Aht Urhgan M09 "Patrol of the Holy Sites" ~ Aht Urhgan M18 "Crown of Foam" added**

August 22 ● Chocobo training introduced

September 22 ● "Vana★Fest 2006" held at Tokyo Game Show 2006

Events such as "Heroines Combat," where players could battle Curilla, Ayame, Shantotto, and Prishe, were held.

October 19 ● **Aht Urhgan M19 "Heart of a Kindred Spirit" – Aht Urhgan M25 "Gears of Fate" added**

2007

Commemorations

January 1 ● The official event "Auspicious Beast Celebration" was held, and a flock of giant beasts (Bugards) appeared across Vana'diel.

March 8 ● Aht Urhgan M26 "Serpent's Seal" – Aht Urhgan M33 "Palace on the Sand" added

March 28 ● "Final Fantasy XI Original Soundtrack PREMIUM BOX" goes on sale (→p. 472)

March 30 ● "FFXI" German and French versions released

German version

French Edition

May 11 ● "Adventurer Thank-You Campaign" held to celebrate the 5th anniversary of service launch

● SourceNext released "Final Fantasy XI Starter Kit," an introductory disc for Final Fantasy XI, at a low price.

May 12 ● "Square Enix Party 2007" was held

At the "FFXI" booth, a grand-scale event titled "FFXI 5th Anniversary" was held, featuring a live Quest and a cosplay contest. At the event, the release of the expansion pack "Wings of the Goddess" was also announced.

June 6 ● Aht Urhgan M34 / "Wildcat Skin Calculation" Aht Urhgan M38 through "Signs of War" added

June 29 ● Official event "Galaxy Festival" held: This event is associated with Tanabata and will be held annually from now on.

2007

August 28 ● Aht Urhgan M39 "Chaos of the Alliance" ~ Aht Urhgan M48 "Eternal Mercenary" added; "Treasures of Aht Urhgan" Mission completed

November 3 ● "FINAL FANTASY XI Altana Festival in Osaka 2007" held in Osaka: Events included a special talk session with the development team and a "Machinary Camp" where players could battle The Serpent Generals.

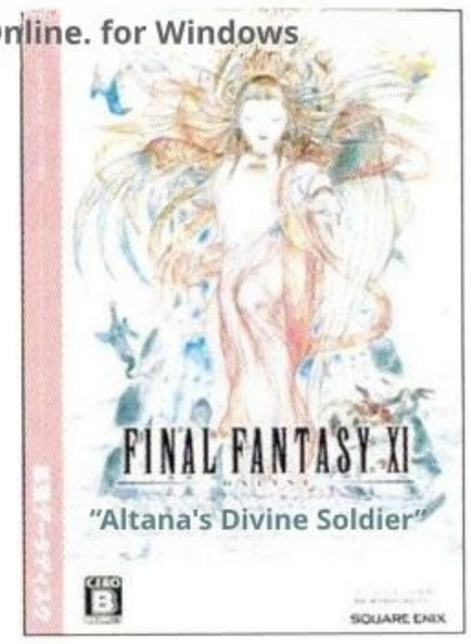
November 16 ● "FINAL FANTASY XI Fan Festival 2007" held in Anaheim, California

November 20 ● Version Update: Pre-release Preparation for "Wings of the Goddess" (Requires "Wings of the Goddess" to be installed, except for some unlocked content)

● New Advanced Jobs "Dancer" and "Scholar" added

● Wings of the Goddess Missions (→p.208) released √ Altana M01 "The Forgotten Mouth" – Last Cloudia M03: Cait Sith's Run)

November 22 ● Expansion Pack No. 4, "Wings of the Goddess," released on PlayOnline. for Windows

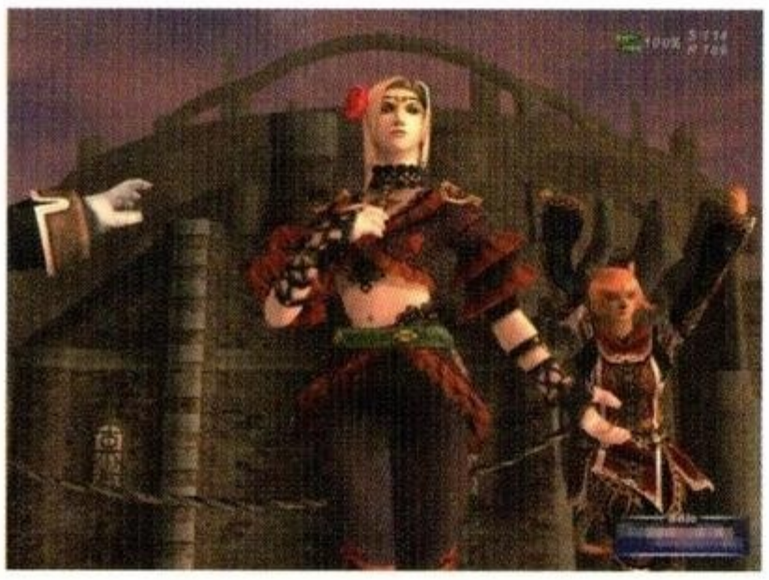


2008

Innovations

January 1 ● **The official event "Daikoku Rat" was held, and flocks of Qiqirn appeared throughout Vana'diel.**

March 11 ● **Dancer and Scholar Artifact equipment acquisition quests and enhancement quests (→p. 390) released**



April 23 ● **"Final Fantasy XI Wings of the Goddess Original Soundtrack" released (→P.471)**

May 12 ● **"Thank You, Adventurer" Campaign held to celebrate the 6th anniversary of the service launch**

May 16 ● Vana'diel's "Mog Bonanza" lottery goes on sale. Winning numbers will be announced on June 30. The winners received valuable prizes, including a top prize of 100 million Gil.

7th Vana'diel Census released: In addition to the usual data, information on the progress of each Mission (Story) and the number of Mart Caps (→P.300) in existence was also published.

June 10 ● June 10: Altana M04 "The Dancer Comes" – Altana M08 "Daughter of the Endless Sky" added

June 25 ● **"Piano Collections Final Fantasy XI" released (→p. 473)**

September 9 ● **"Level Sync" introduced, a system that allows players to form a Party without worrying about level differences**

October 9 ● A 14-day free trial of _Final Fantasy XI_ launched. The trial was announced at the 2008 Tokyo Game Show, and the free trial version became available for download on the same day.

2008

November 22 ● **"Valna★Fes 2008 in Korakuen" held. During the event, the release of three "Additional Scenario" games was announced.**

It was revealed that three expansion packs—"A Crystalline Prophecy," "Shock!It was revealed that three additional expansion packs—"A Mog's Night Out" and "A Shantotto Ascension"—were in development.

December 5 ● **"FINAL FANTASY XI Fan Festival 2008" held in Hollywood, North America**

December 9 ● Altana M09: "Dancer's Anxiety" ~ Altana M15 "Chu no Za" added

2009

Advance!

January 1 ● **The official event "New Year's Greetings" was held, and Buffalo tribes who had fled from the ranch appeared throughout Vana'diel.**

March 23 ● **Pre-sales begin for the first installment of the additional scenario series, "A Crystalline Prophecy" (service launch date: April 9)**

May 12 ● **"Thank You, Adventurer" campaign held to celebrate the 7th anniversary of the service launch**

May 20 ● **[Sanctuary / THE STAR ONIONS] Released**

June 11 ● **"Final Fantasy XI Story Ultimania Ver. 090409" released**

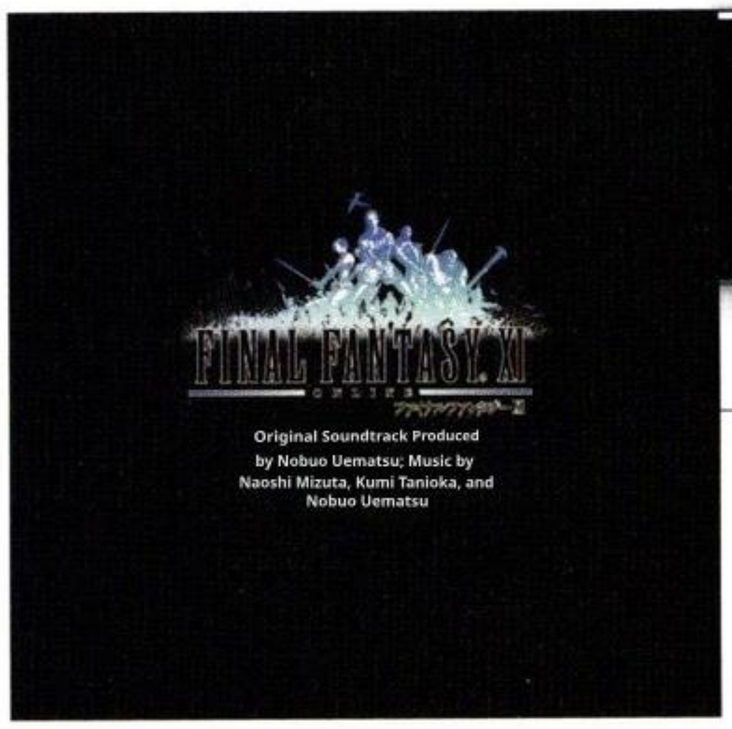
FINAL FANTASY XI

Discography

FINAL FANTASY XI Discography

A collection of music from _Final Fantasy XI_ created to accompany the unfolding of Vana'diel.

Let's take a look at the CD albums featuring the music that brings the adventure to life, along with the track lists and the main locations where each piece is used.



Final Fantasy XI Original Soundtrack

■ Price (including tax): ¥2,854 ■ Distributor: Square Enix ■ Composers: Nobuo Uematsu, Naoshi Mizuta, Kumi Tanioka

This two-disc CD set contains all 51 tracks used in the original version of _Final Fantasy XI_. In the chorus “Memoro de la Stono” from the “FFXI Opening Theme” played in the opening movie, the international language Esperanto is used, reflecting the game's design philosophy of creating a “borderless world.”

Track Listing [Disc 1]

1. FF XI Opening Theme (Opening Movie)

2. Vana'diel March #1
(Initial Title Screen)

→ In addition to the title screen, this track is also used on the installation screen and in various benchmark demos, making it truly emblematic of _Final Fantasy XI_.

3. San d'Oria

4. Ronfaure

5. Battle Theme (Solo Battle: Field)

6. Chateau d'Oraguille (d'Oraguille)

7. Batallia Downs

8. The Republic of Bastok (Capital: Bastok)

9. Gustavberg

10. Metalworks

11. Rolanberry Fields

12. The Federation of Windurst (Holy City of Windurst)

13. Heavens Tower

14. Sarutabaruta

15. Solo Battle: Dungeon

16. Sauromugue Champaign

17. Mhaura

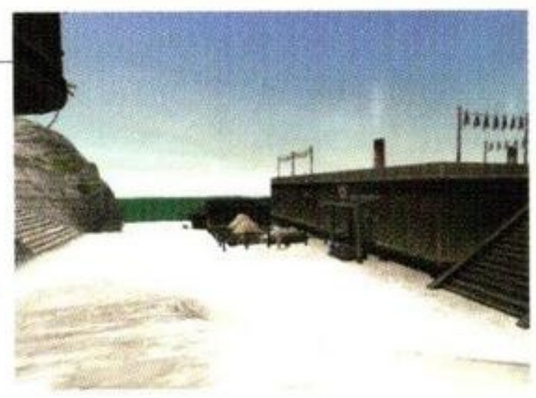
18. Buccaneers
(Pirate Attack)

→ This BGM plays when the Ferry is attacked by a pirate ship on its route. Some players may be frightened by this song, which foreshadows that the peaceful ship will become a battlefield.

19. Battle Theme #2 (Party Battle: Field)

20. Voyager (Ferry Route)

21. Selbina
(Selbina)



→ Selbina's BGM, featuring a striking fiddle melody. For players who used this town as a base and worked hard to level up, this will likely be a song full of memories.

Track List [Disc 2]

1. Prelude (Main Screen)
2. Regeneracy (Initial Job Change Screen)
3. Hume Male (Character Creation)
4. Hume Female (Character Creation)
5. Elvaan Male (Character Creation)
6. Elvaan Female (Character Creation)
7. Tarutaru Male (Character Creation)
8. Tarutaru Female
   (Character Creation)

→ During character creation, this is the background music that plays when Tarutaru is selected. During the game, the character dances to the music.

9. Mithra (Character Creation)
10. Galka (Character Creation)
11. Airship
    (Airship)

→ Unusually for a track released at the start of the service, electronic sounds play a dominant role. The result is a track that is full of exhilaration and perfectly suited to an Airship soaring through the sky.

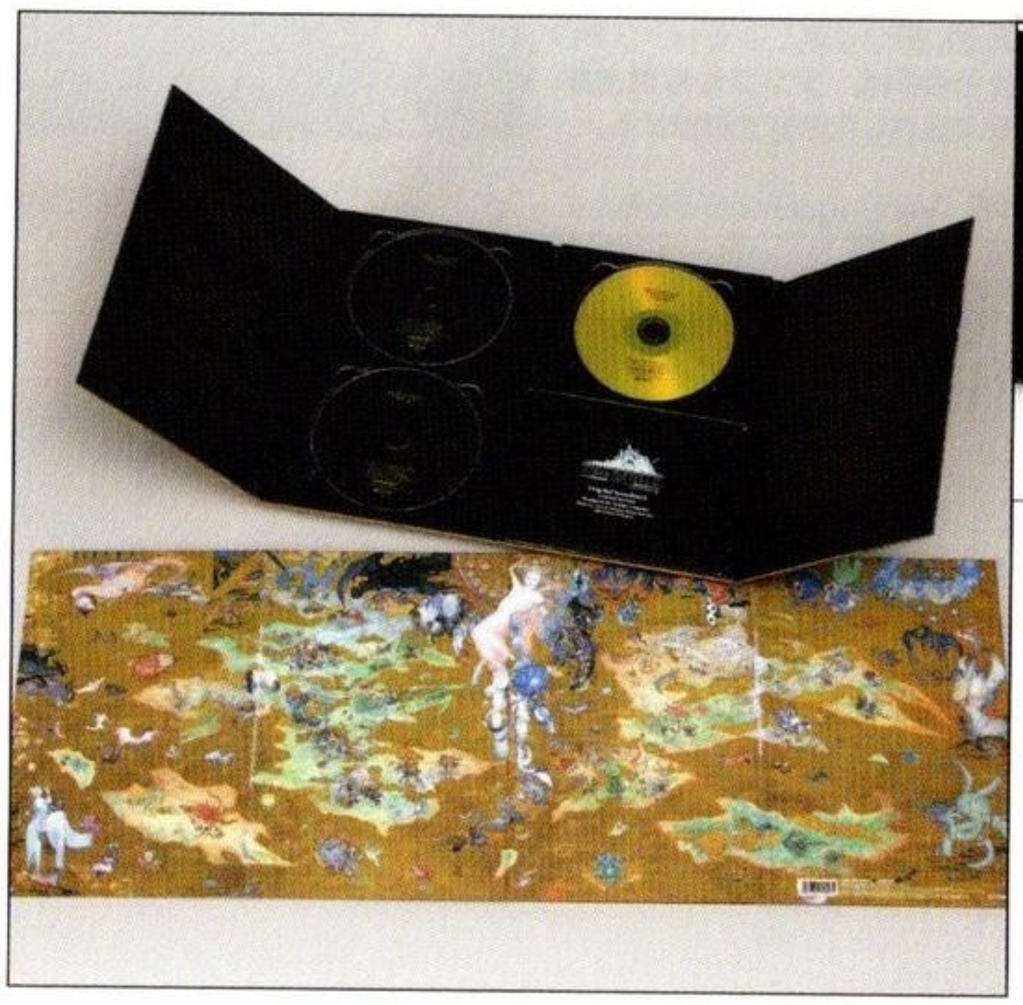
12. The Grand Duchy of Jeuno
13. Ru'Lude Gardens
14. Recollection (Windurst M3-1)
15. Anxiety
16. Battle in the Dungeon #2 (Party Battle: Dungeon)
17. Blackout (Unable to fight)
18. Mog House
    (Mog House)

→ Mog House BGM, featuring the soothing, calming sounds of an acoustic guitar. Many players fall asleep while listening to this track, don't they?

19. Hopelessness (Windurst M6-2)
20. Fury (San d'Oria M9-2)
21. Tough Battle (Battlefield)
22. Sorrow
23. Sometime, Somewhere (Wings R39)
24. Xarcabard
25. Despair (Memoro de la S^tono) Common to Three Kingdoms M5-1
26. Castle Zvahl Castle Zvahl Keep
27. Shadow Lord
28. Awakening
    (Battle: Shadow Lord)

→ The Shadow Lord battle music, one of the most popular tracks in Final Fantasy XI. Starting quietly, the music then shifts to a powerful drumming that evokes a fierce battle.

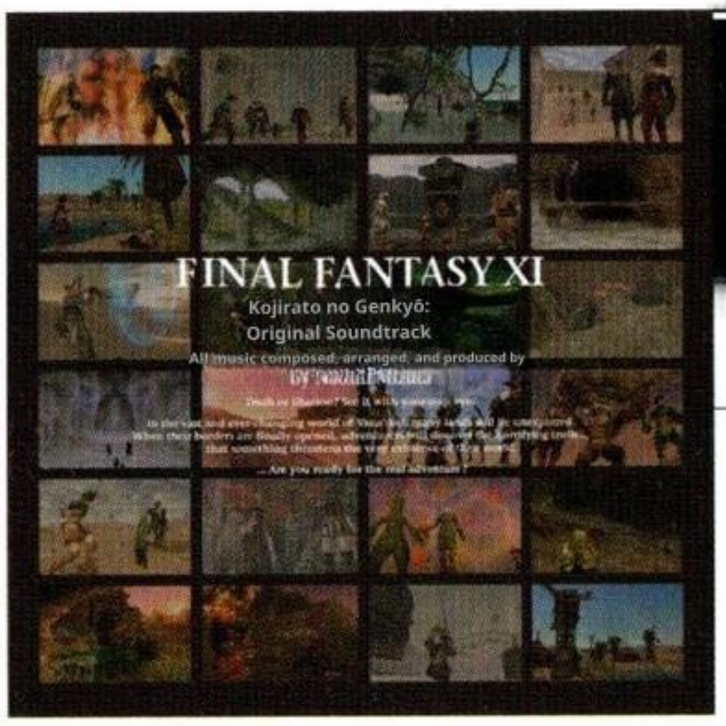
29. Repression (Memoro de la Sátano)
30. Vana'diel March #2



Final Fantasy XI Original Soundtrack – Limited Edition

■ Price including tax: ¥3,500 ■ Distributor: DigiCube ■ *The tracks included are the same as those on the regular version. ■ *Currently out of print.

Limited Edition of "Final Fantasy XI Original Soundtrack" Presented in a luxurious, gold-tone special package featuring a world map drawn by Yoshitaka Amano, this limited edition includes a photo booklet with cut-outs of Vana'diel scenery and a DVD containing bonus videos such as the opening movie.



Final Fantasy XI: Rise of the Zilart – Original Soundtrack

■ Price including tax: ¥2,100 ■ Distributor: Square Enix ■ Composer: Naoshi Mizuta (*Track 4: Nobuo Uematsu)

This album features the 19 tracks added with the expansion pack "Rise of the Zilart." This album focuses on the background music for the new remote areas added in the expansion disc. It features a wide variety of tracks, from exotic-sounding pieces that make extensive use of folk instruments to solemn carols, offering a rich diversity of musical styles.

Track List

1. Kazham (Kazham)

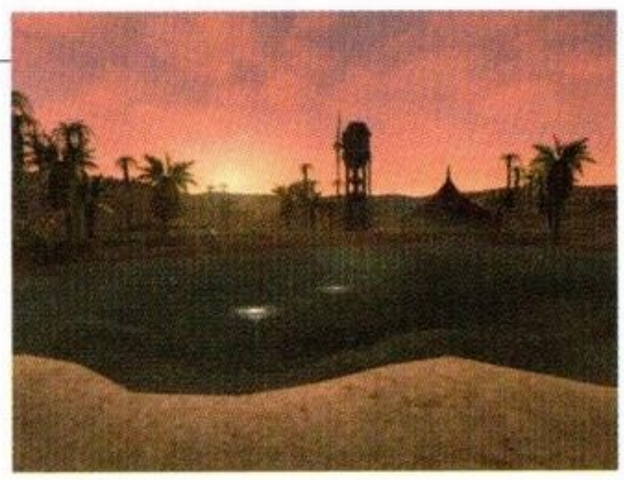
2. Yuhtunga Jungle
(Yuhtunga Jungle)

→ The rhythm of the bass and bongo, along with the sounds of various ethnic instruments interspersed throughout, create a sense of tension as the party advances through the untamed jungle.

3. Battle Theme #3 (Party Battle: Jiratu Field)

4. "Dash de Chocobo" (Riding Chocobo)

5. Rabao
Rabao



→ The sealer sound, which reminds one of the sound of footsteps on sand, is striking. The slowly repeating guitar melody is perfect for creating an oasis-like atmosphere.

6. Altepa Desert 7. Altepa Desert

7. Battle in the Dungeon #3 (Party Battle: Zirate Dungeon)

8. Grav'iton (Zilart M04)

9. Norg (Norg)

10. Tough Battle #2
(Battlefield: Jilat Area)

→ Battlefield BGM for the Area added in "Rise of the Zilart." The distinctive, undulating bass brings out the eerie nature of the enemy.

11. The Sanctuary of Zi'Tah
(Sanctuary of Zi'Tah)

→ BGM for the Sanctuary of Zi'Tah. The melancholy of a pilgrimage site that is no longer visited by people is conveyed through the mournful guitar and the almost imperceptible sound of the flute.

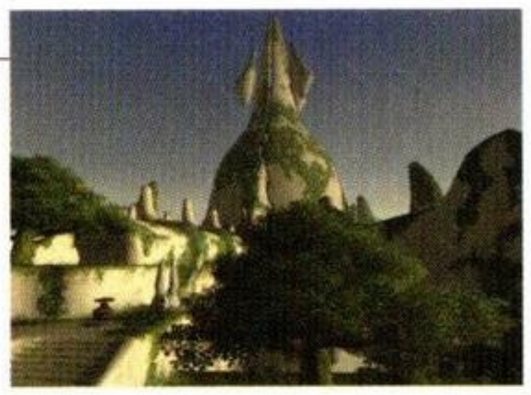
12. Ro'Maeve Ro'Maeve

13. Hall of the Gods Hall of the Gods

14. Warrior of the Crystal (Battle: Warrior of the Crystal)

→ A song with a xylophone arpeggio that lingers in the ear. Many players will likely remember this track from the deadly battle with the Crystal Warrior.

15. Tu'Lia
(Ru'Aun Gardens)



→ The outdoor BGM for Tu'Lia, an island floating in the sky at the heart of the Zilart's ambitions. Its simple structure evokes a sense of otherworldliness.

16. Ve'Lugannon Palace (Ve'Lugannon Palace)

17. Eald'narche (Battle: Eald'narche)

18. Belief
(Battle: Eald'narche)

→ A track that accompanies the final showdown in "Rise of the Zilart." The solemn main part, set against the urgent bass part, delivers a grand statement.

19. End Theme (Zilart M16)

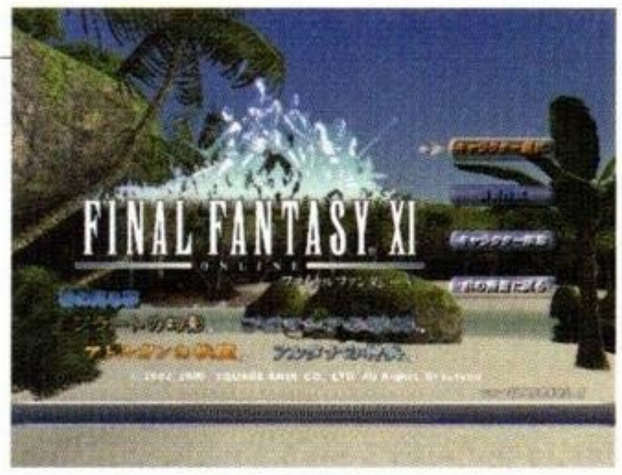
Final Fantasy XI: Chains of Promathia – Original Soundtrack

■ Price (including tax): ¥2,100 ■ Publisher: Square Enix ■ Composer: Naoshi Mizuta (*Tracks 6, 10, and 13 by Nobuo Uematsu)

A soundtrack featuring 23 additional tracks from the expansion pack "Chains of Promathia." You can relive the story of "Chains of Promathia" through music. The bonus track features a live recording of "Gustaberg" by THE STAR ONIONS, a band made up primarily of _Final Fantasy XI_ staff.

Track List

1. Unity
("Chains of Promathia" title screen)



→ Title track from the second installment. Unlike the previous, more solemn march, this is an energetic piece featuring a resounding trumpet sound.

2. Moblin Menagerie - Movalpolos (Oldton Movalpolos)

3. Depths of the Soul (Party Battle: Promyvion Dungeon)

4. Faded Memories - Promyvion (Promyvion)

5. Currents of Time (Manaclipper)

6. First Ode: Nocturne of the Gods
(Promathia 2-4)

→ The first ode of "Memoro de la Stono," which plays a key role in the story of "Chains of Promathia." Arranged in a subdued melody with the piano as the main instrument.

7. A New Horizon - Tavnazian Archipelago (Lufaise Meadows)

8. Onslaught
(Party Battle: Promasia Field)

→ A battle BGM in which a flute trill signals the start of combat. The overall structure of the track is also well-balanced, making it a song that really helps to build excitement for combat.

9. The Forgotten City - Tavnazian Safehold

10. Second Ode: Distant Promises (Promathia 2-4)

11. The Ruler of the Skies (Battle: Bahamut)

12. Turmoil (Battlefield: Promasia Area)

13. Third Ode: Memoria de la Stona Promathia 4-2)

14. Happily Ever After (Promathia 6-6)

15. Conflict: Do You Want to Live Forever?(Conflict: Normal)

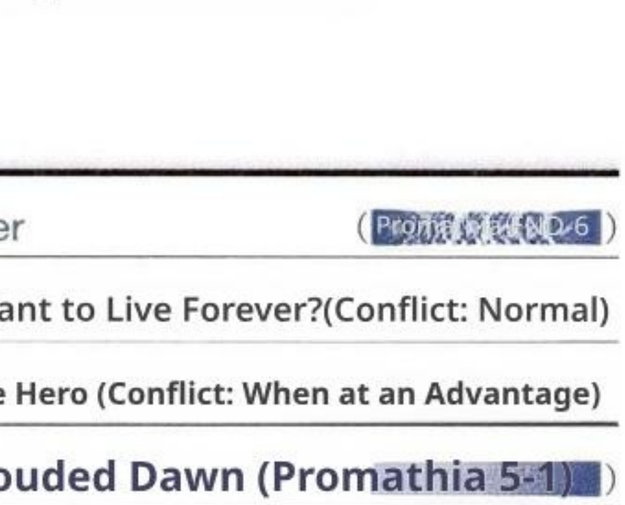
16. Conflict: March of the Hero (Conflict: When at an Advantage)

17. Fourth Ode: Clouded Dawn (Promathia 5-1)

18. Words Unspoken - Pso'Xja (Pso'Xja)

19. Fifth Ode: A Time for Prayer (Promathia 6-3)

20. The Celestial Capital – Al'Taieu
(Al'Taieu)



→ Outdoor BGM for Paradise, "Lumoria," where the gods dwell. Perhaps to convey the idea that this is a completely different world, the track is composed entirely of synthesizer sounds.

21. Gates of Paradise - The Garden of Ru'Hmet

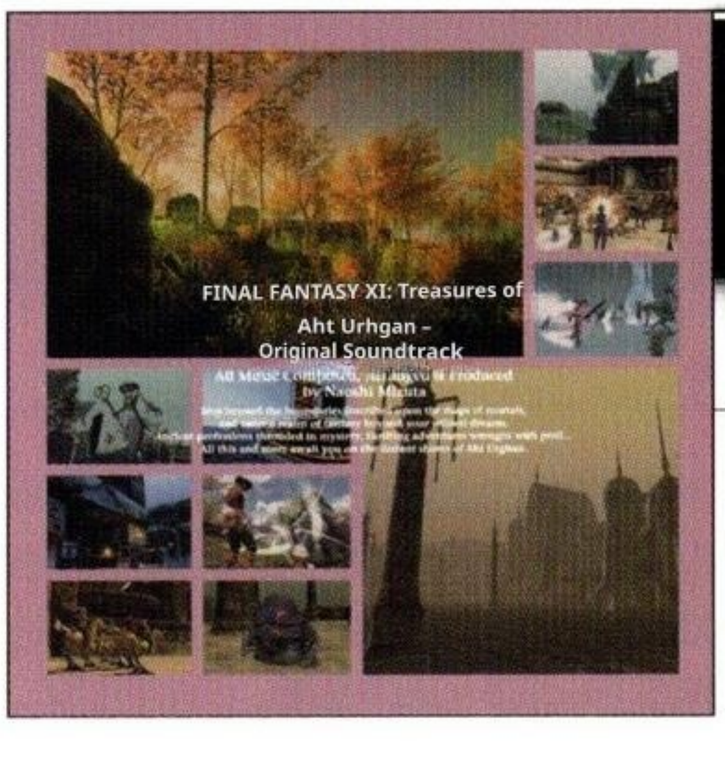
22. Dusk and Dawn
(Promathia 8-4)

→ BGM used in the "Chains of Promathia" cutscene. True to its title, this is a tense piece of music that depicts the contrast between "Dusk" and "Dawn."

23. A New Morning
(Promathia 8-4)

→ This song evokes the morning that the Adventurers, having prevented the "end of the world," welcome. It conveys the importance of an ordinary, peaceful daily life.

24. Gustaberg (Bonus Track)



Final Fantasy XI: Treasures of Aht Urhgan – Original Soundtrack

■ Price including tax: ¥2,100 ■ Distributor: Square Enix ■ Composer: Naoshi Mizuta (*November 13: Nobuo Uematsu)

This soundtrack CD features 21 tracks from the expansion pack "Treasures of Aht Urhgan," including the third-generation title track "Vana'diel March #4." The album is characterized by numerous tracks that break away from previous styles, incorporating a variety of folk instruments and featuring elements of Indian music and an Asian flair.

Track List

1. Bustle of the Capital

(Imperial City of Al Zahbi)

→ A song played in the imperial city of Al Zahbi. Using the Indian folk instruments the shehnai and the saranai, this track beautifully captures the atmosphere of a city in a foreign land.

2. Eastward Bound... (Eastward Bound)

3. Bandits' Market (Nashmau)

4. Illusions in the Mist

(Caedarva Mire)

→ BGM for Caedarva Mire, a place shrouded in fog where the dead roam. The deliberately created 'intervals' evoke a sense of uncertainty even within the mystical atmosphere.

5. Mercenaries' Delight (Party Battle: Atulgahn Field)

6. Jeweled Boughs (Wajaom Woodlands)

7. Ululations from Beyond (Arrapago Reef)

8. Rapid Onslaught – Assault –

(Assault)

→ A battle BGM for Assault, featuring a striking, carefully crafted rhythmic pattern. An easy-listening track with strong fusion elements.

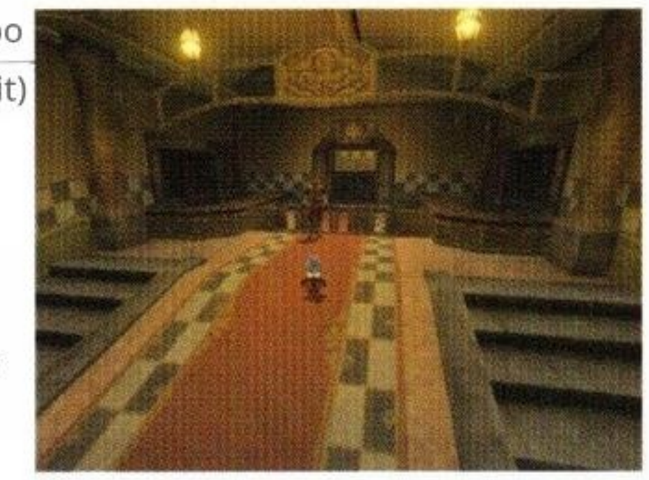
9. Fated Strife – Besieged – (Besieged)

10. Delve (Party Battle: Atulgandan Dungeon)

11. Whispers of the Gods (Aydeewa Subterrane)

12. Circuit de Chocobo

(Chocobo Circuit)



→ The familiar Chocobo theme is arranged in a Latin-style arrangement. The lively percussion builds anticipation before Chocobo Racing.

13. Run, Chocobo, Run! (Chocobo Racing)

14. The Colosseum (Pancratian)

15. Black Coffin (Battle: Ashu Talif)

16. A Puppet's Slumber

(■ Aht Urhgan M19 ■)

→ This track is used in scenes such as the one where The Unhanded Puppetmaster Aphmau appears. True to its title, "A Puppet's Slumber," the music has a relaxed and calming atmosphere.

17. Ever-Turning Wheels (■ Seattle Gun M11 ■)

18. Forbidden Seal (Salvage)

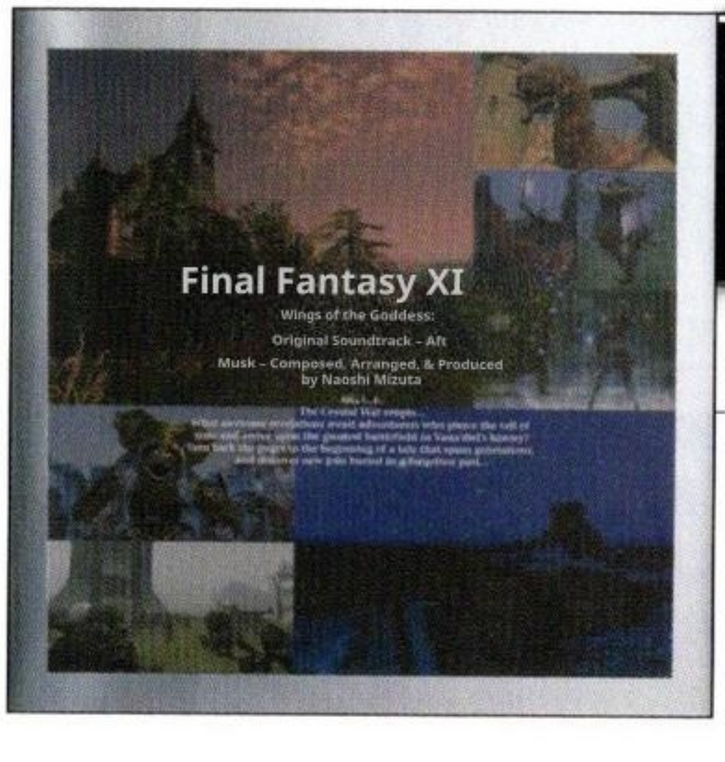
19. Hellriders

(Battlefield: At-Torgun Area)

→ Background music for Battlefield in The Near East. The deep bass created by the timpani and contrabass creates an indescribable sense of intensity.

20. Eternal Gravestone (■ Dora Tougan M25 ■)

21. Vana'diel March #4 (Treasures of Aht Urhgan title screen)



Final Fantasy XI: Wings of the Goddess – Original Soundtrack

■ Price including tax: ¥2,100 ■ Distributor: Square Enix ■ Composer: Naoshi Mizuta

A collection of 22 tracks added with the expansion pack "Wings of the Goddess." This collection features new yet nostalgic tracks inspired by the early music of Final Fantasy XI. As bonus tracks, the album includes three background music pieces from "Treasures of Aht Urhgan" that were not included on the "Treasures of Aht Urhgan Original Soundtrack."

Track List

1. March of the Allied Forces (Vana'diel Past Q21)

→ A march that symbolizes the Altana Allied Forces and plays in various Cutscenes in Vana'diel Past. The result is a bright and rousing march.

2. Flowers on the Battlefield (Batallia Downs [S])

3. Roar of the Battle Drums (Campaign Battle)

4. Autumn Footfalls (East Ronfaure [S])

5. Griffons Never Die (South San d'Oria [S])

6. Clash of Standards (Party Battle: Altana Field)

→ A battle BGM that exudes a sense of speed. Throughout the track, a "battle theme"-inspired motif is incorporated, evoking a sense of nostalgia.

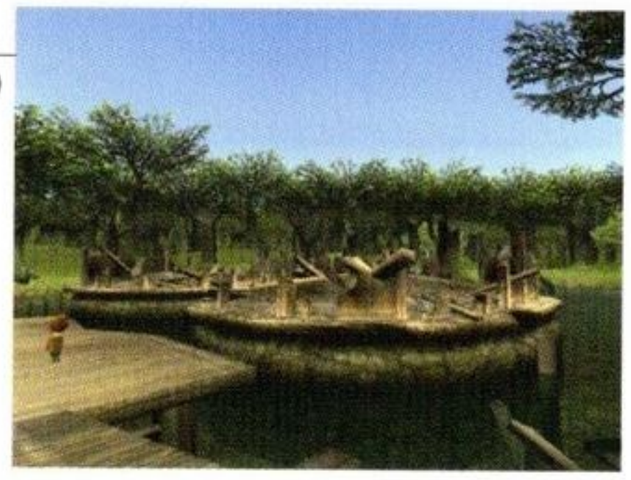
7. Echoes of a Zephyr (North Gustaberg [S])

8. Thunder of the March (Bastok Markets [S])

9. Encampment Dreams (Vana'diel Past, Q22)

10. The Cosmic Wheel (West Sarutabaruta [S])

11. Stargazing (Windurst Waters (S))



→ BGM for Windurst Waters in Vana'diel Past. The bongo, reminiscent of a war drum, and the delicate xylophone convey the atmosphere of the Holy City torn by war.

12. On this Blade (Party Battle: Altana Dungeon)

13. Young Griffons in Flight (Vana'diel Past Q02)

14. Run, Maggot, Run! (Layer Area)

15. Cloister of Time and Souls (Altana M01)

16. Royal Wanderlust (Altana M03 1)

→ Cait Sith's theme song. The vibraphone bass part and the somewhat uncertain main melody give the listener a sense of unease.

17. Under a Clouded Moon (Layer Area)

18. Where Lords Rule Not (La Vaule [S])

19. Kindred Cry (Battlefield)

20. Snowdrift Waltz (???)

21. Troubled Shadows (???)

22. Wings of the Goddess (Altana's Godly Soldier title screen)

→ Title track for the 4th generation. This march is reminiscent of "Vana'diel March," but with a pan flute as the main instrument, it has a more refreshing feel.

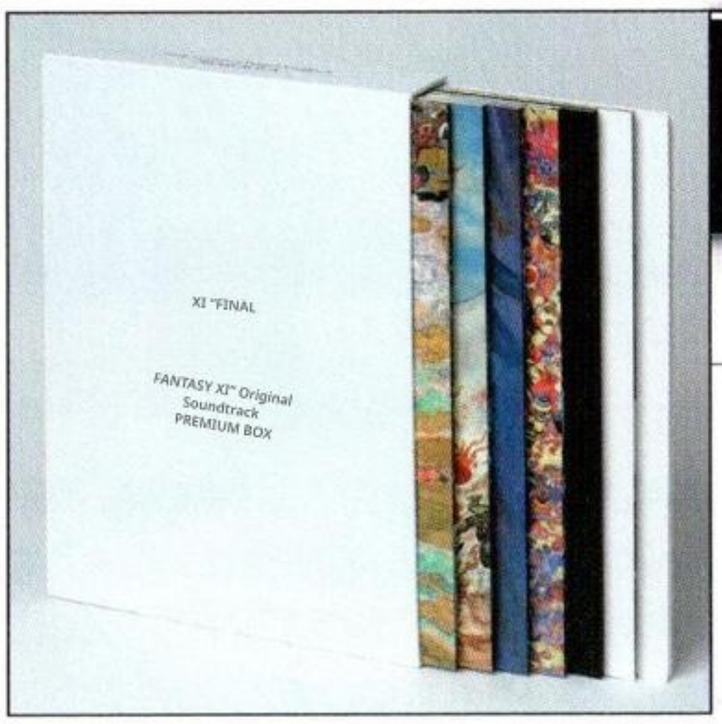
Bonus Track

23. Iron Colossus (Aht Urhgan M32)

24. Ragnarok (Battle: Alexander)

→ The background music for the final showdown in "Treasures of Aht Urhgan." A truly majestic track that dramatically heightens the tension of the battle against the "White God," Alexander.

25. An Invisible Crown (Aht Urhgan M47)



Final Fantasy XI Original Soundtrack PREMIUM BOX

■ Price including tax: ¥11,000 ■ Distributor: Square Enix ■ Composers: Naoshi Mizuta, Nobuo Uematsu, Kumi Tanioka

A completely limited-edition box set featuring the best of the music from "FFXI." In addition to the five soundtracks from "FFXI" to "Treasures of Aht Urhgan," this luxurious box set also includes the "Unreleased Tracks" collection of music not featured on the soundtracks, the "Piano Collections" featuring piano arrangements, and a collection of piano scores for the tracks in the Piano Collections.

Track Listing [Unreleased Tracks]

1. A Road Once Traveled ( )

→ A song used in various Cutscenes. Originally, this was the background music played in Yughott Grotto during the beta testing of Final Fantasy XI.

2. One Last Time ( )

3. Eternal Oath (Wedding ceremony)

4. To the Heavens ( )

5. Bloody Promises ( )

6. Hook, Line, and Sinker (Fishing: Small Catch)

7. The Big One (Fishing: Big Catch)

8. Choc-a-bye Baby (Chocobo Training)

9. Revenant Maiden: Promathia 5-3A-1 ( )

10. Hidden Truths ( )

11. Moongate (Memoro de la S^tono) ■ Windurst M9-2 ( )

12. Celestial Thunder ( )

13. A Realm of Emptiness (Battle: Promathia)

→ A battle BGM for the Promathia battle, with a unique and pleasant sense of progression. A deep bass part creates an irregular rhythm that gives a sense of undulation.

14. Distant Worlds ("Promathia END-6")

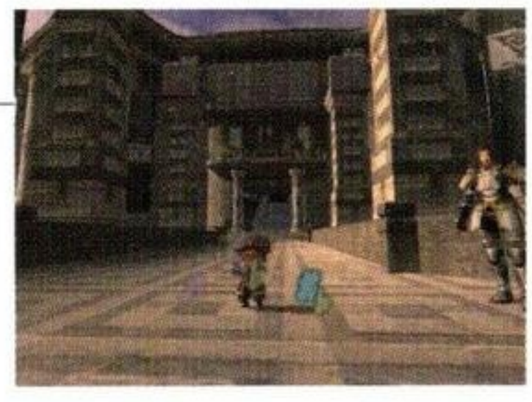
→ The ending theme for "Chains of Promathia." This is a vocal song based on "Memoro de la Stono," featuring the beautiful, mellow voice of Izumi Masuda.

15. Jeuno - Starlight Celebration - (Starlight Festival)

16. Sunbreeze Shuffle (Amasuzu Festival)

17. Distant Worlds - Guitar Version -

18. Ru'Lude Gardens – Star Onions Version –



→ Arranged version of "Ru'Lude Gardens" The original piece, a refined and elegant string ensemble, has been arranged into an enjoyable techno-pop-style track.

Track Listing [Piano Collections]

1. The Federation of Windurst

2. Rabao

→ Piano arrangement of "Rabao" The gentle interplay between the accompaniment and the main melody conveys a sense of fragility and loneliness even amidst the powerful sound.

3. Choc-a-bye Baby

4. Moblin Menagerie – Movalpolos

5. Battle Theme #2

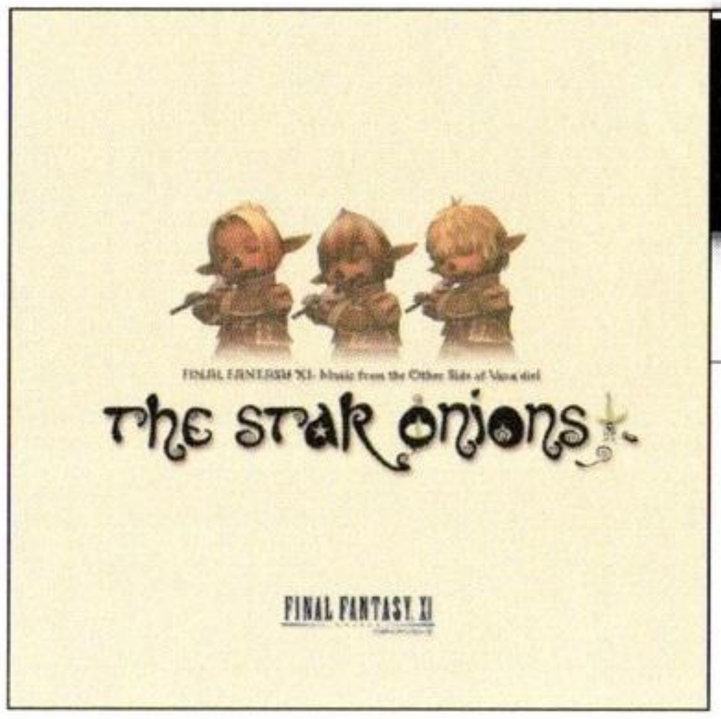
6. Faded Memories – Promyvion

7. Jeweled Boughs

8. Tu'Lia

9. Distant Worlds

10. Vana'diel March #4



THE STAR ONIONS ~FINAL FANTASY XI Music from the Other Side of Vana'diel~

■ Price including tax: 2,500 yen ■ Distributor: Square Enix Arrangers: Naoshi Mizuta, Kumi Tanioka, Masato Koda

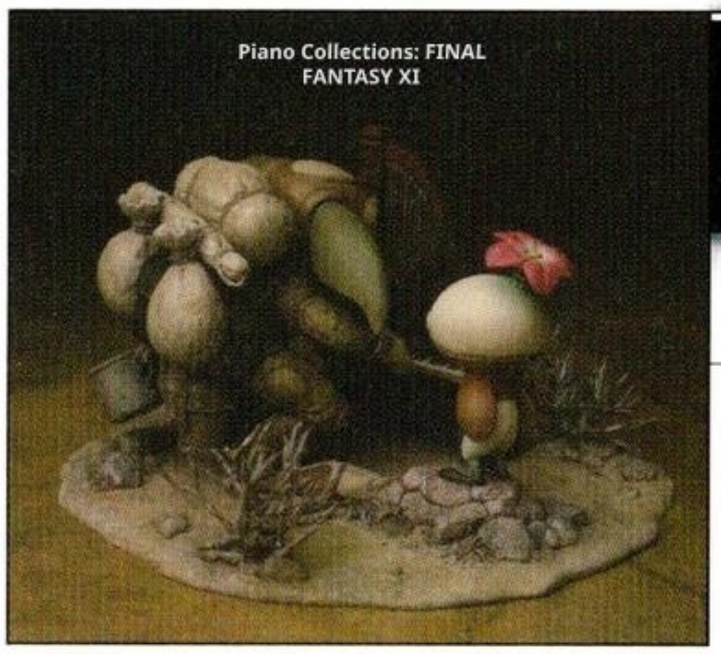
An album by THE STAR ONIONS, the band led by Naoshi Mizuta, the composer of "FFXI." Enjoy boldly arranged "FFXI" music. The band includes Mr. Mizuta, along with Kumi Tanioka (composer for "FFXI"), Tsuyoshi Sekito (composer for Square Enix), Masato Koda (freelance composer), and Michael Christopher Corge Fox (translator for "FFXI"). ※Their second album, "Sanctuary," was also released on May 20, 2009.

Track Listing

1. Vana'diel March
2. Metalworks
3. Rolanberry Fields
4. Kazham
5. **The Forgotten City – Tavnazian Safehold**
6. Mog House
7. The Sanctuary of Zi'Tah

→ The BGM for the Sanctuary of Zi'Tah has been arranged for a full orchestra. This ambitious work features electric instruments and synthesizer sounds as its core, with plenty of ad-libs thrown in.

8. Awakening
9. Selbina
10. **Blessed in Her Glorious Light - The Grand Duchy of Jeuno -**



Piano Collections: Final Fantasy XI

■ Price including tax: 2,800 yen ■ Distributor: Square Enix ■ Arrangers: Naoshi Mizuta and Yoshihiro Ishikawa

A CD featuring piano arrangements of the music from "FFXI." Alongside Mr. Mizuta as the arranger, composer and arranger Yoshihiro Ishikawa has been brought in to arrange 11 carefully selected tracks for piano performance, chosen from songs up to "Wings of the Goddess." The performance features pianists Ayumi Iga and Kanazumi Ogami.

Track Listing

1. **A New Horizon – Tavnazian Archipelago**
2. Ronfaure

→ A piano arrangement of "Ronfaure." The overall feel is similar to the original, but dynamic accents are added throughout.

3. The Grand Duchy of Jeuno
4. Whispers of the Gods
5. Stargazing
6. **Fated Strife - Besieged -**
7. Mercenaries' Delight
8. The Sanctuary of Zi'Tah
9. The Cosmic Wheel
10. Griffons Never Die
11. Wings of the Goddess

Goods Catalog Ver. 090409

Goods Catalog

Over its seven-year history, a steady stream of “FFXI”-related merchandise has been released. Here are some of the items available as of April 2009 on the official online store, Square Enix Products.

Sculpture Arts Shadow Lord

Price including tax: 26,040 yen

Side View

Back View

A polyresin statue of the Shadow Lord, who is said to have terrorized the Beastmen and started The Crystal War. Based on his form when he was resurrected in Castle Zvahl, he is depicted wielding a massive weapon, exuding a powerful and imposing presence. The Magicite columns at his feet are also faithfully reproduced.

Metal keychain

Prices including tax: [Mandragora] 1,995 yen, [Goblin] 2,415 yen

Keychains featuring popular Monsters from "FFXI": Mandragora and Goblin. The intricate details and the texture of the metal create a sense of solidity.

Mandragora

Goblin

Mascot Strap

Price including tax: 840 yen each

A cute strap featuring character motifs. Just like the keychains, there are two types: Mandragora and Goblin. The strap is made of synthetic leather.

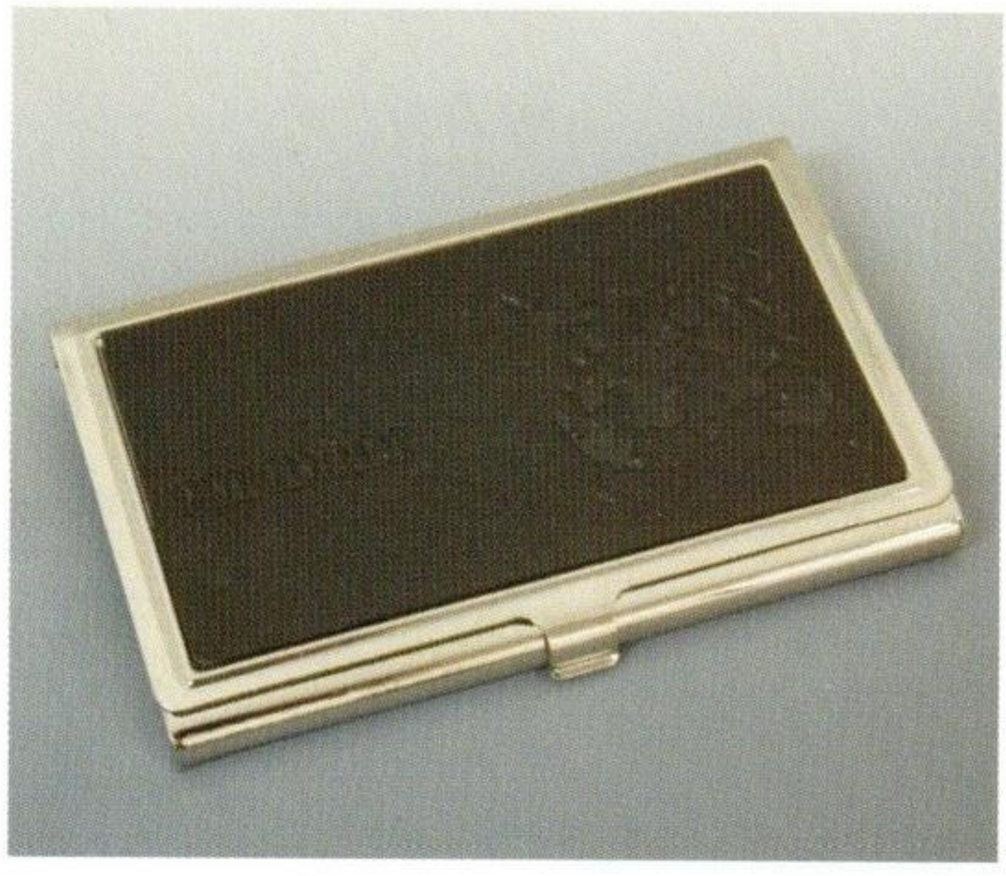
Mandragora

Goblin

Card case

Price including tax: 3,045 yen

A business card-sized card case crafted from metal and synthetic leather. The faux leather features an embossed "FINAL FANTASY XI" logo and the Vana'diel world map.



Silver Ring

Price including tax: 11,550 yen each

A designer ring crafted from 925 silver. These rings are replicas of the ones given to citizens of the three nations that appear in the game, with each nation's name engraved on the inside. Available in four sizes: 13, 15, 17, and 19.

Bastu Ring

← Featuring partial yellow gold plating. The contrast between gold and silver is beautiful.

San d'Oria Ring

↑ The lion with the head of an eagle and the crown, also featured on the San d'Oria flag, are engraved on the ring's surface.

Windas Ring

→ A vibrant piece featuring color parts recreated with epoxy resin and finished with pink gold plating.

FINAL FANTASY XI:

Yoshitaka Amano Art Collection

Yoshitaka Amano Art Gallery

Yoshitaka Amano, who has shaped the visual identity of the "FF" series, has also created numerous illustrations for "FFXI." We're unveiling a collection of lavish and opulent works, starting with the widely acclaimed folding screen-style world map.

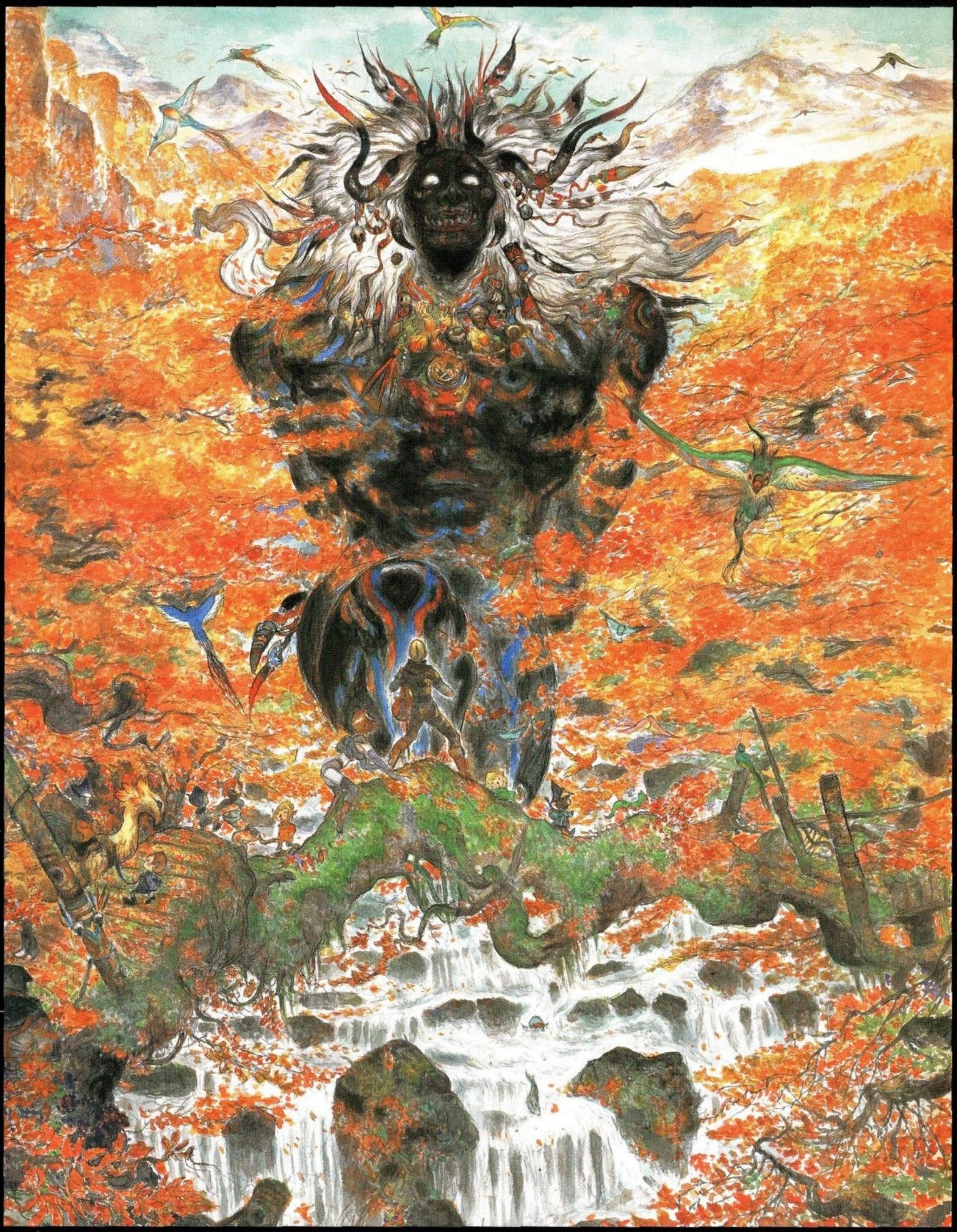
"Final Fantasy XI" concept art

Yoshitaka Amano Collection

"Final Fantasy XI 2002 SPECIAL ART BOX" package illustration

"Final Fantasy XI" concept art

Yoshitaka Amano Collection



"Rise of the Zilart" concept art

"Final Fantasy XI" concept art

“Chains of Promathia” package illustration

Yoshitaka Amano Collection

"All-in-One Pack 2004" Package Illustration

"Treasures of Aht Urhgan" package illustration

"All-in-One Pack 2006" package illustration

"Wings of the Goddess" package illustration

"Wings of the Goddess" concept art

Interview with Hiromichi Tanaka, the producer who has been overseeing “FFXI”

Since the project's inception, producer Hiromichi Tanaka has been at the helm of the “FFXI” development team. We asked Mr. Tanaka, who is the face of “FFXI” in both name and reality, to share his thoughts on the game, from anecdotes from the project's inception to his outlook for the future. (Interviewers: Akira Yamashita & Yoshiyuki Otsu)

After playing “EverQuest” and “Ultima Online,” I felt compelled to try my hand at an MMORPG.

——First, could you tell us how the “FFXI” project got started?

Tanaka: This was about 10 years ago, but there was a period when Mr. Sakaguchi (Hiroshige Sakaguchi, the creator of the “FF” series) went to Hawaii with other staff members to make a movie. Back then, they would work until late at night and, when they got home, there was nothing to play. And so, they... well, it was mostly Mr. Sakaguchi, actually (laughs), who got hooked on an MMORPG (massively multiplayer online RPG) called “EverQuest.”

-- It seems you played it quite a bit.

Tanaka: Yes. So he said to us, “Give it a try!”he said. At that time, we were transitioning from the PS1 to the PS2, and various development teams had just wrapped up their projects. We were discussing, “Next, we'd like to make something like an MMORPG.” However, we still didn't fully grasp how fun it was, and we wanted to understand why Mr. Sakaguchi was so deeply engrossed in it. So, for starters, about ten of us planners all started playing “EverQuest” at the same time. And then, we were totally hooked (laughs). Even though it was just in the game, it felt really strange to have Mr. Sakaguchi, who was in Hawaii, standing right in front of me... Actually, it was a female character (laughs). Mr. Sakaguchi

Since he was already at a high level, he would give me extra Items, and he looked really cool. With all that included, everything was so impressive that I thought, “I have to try making an MMORPG.”

--So, you wanted to create that same level of fun yourselves?

Tanaka: That's right. Looking back, Sakaguchi and I were classmates in college, and we often skipped school to play games like “Wizardry” and “Ultima.” The desire we felt back then—“We want to create this kind of fun in our own way”—led to the first “FF” game. I felt the same impact from "EverQuest" as I did back then. That prompted us to merge the “Chrono Cross” team, the “Mana: The Legend of the Sacred Sword” team, and the “Parasite Eve 2” team from Osaka to form a single team.

-- So, did the “FFXI” project itself get the green light rather smoothly?

Tanaka: Yes. Back then, even the upper management wasn't very familiar with online games. But I, Mr. Sakaguchi, and Mr. Ishii (Koichi Ishii, the initial director of “FFXI”) were all convinced and saying, “We have to do this; it's definitely going to be fun.” However, looking back, it was quite reckless. Back then, the PS2 had neither a hard disk nor an internet connection, so we ourselves were somewhat skeptical about how we could make an MMORPG a reality. Moreover, back then, there was still no blogging.

Broadband wasn't common, and ISDN offered the fastest connection. I was the same. I wonder how I dared to take on creating an MMORPG back then, when I could only play after 11 PM due to Teleho Dai (a calling service with a flat rate for late-night and early-morning hours). I would have hesitated now, but back then, I guess I was just charging ahead on momentum.

Communication was the top priority for "FFXI."

--Once the project kicked off, what was the specific development process like? Tanaka: First of all, I repeatedly asked SCE (Sony Computer Entertainment) to "really get serious about it" to make the PS2's hard disk and internet connection a reality. Also, at that time, there were several PC MMORPGs, but apart from "EverQuest" and "Ultima Online," they were all failing and not commercially viable. In that situation, we initially gave a lot of thought to how we could make "FFXI" a success. The cross-platform approach we're currently pursuing stems from that initial idea.

--So, from the start, you planned to release it on multiple platforms.

Tanaka: Yes. Since it's an MMORPG, we knew we had to launch it not only in Japan but also in Europe and the United States to be profitable. That's why we decided the PC version was absolutely essential. However, just because we were using the PS2 version as a base, that didn't mean we wanted to lower the quality of the game to match the hardware specifications. At that time, we wanted to create a game that would satisfy MMORPG players in Europe and the United States. However, since we wouldn't make a profit without operating it for at least five years, we had to create something that could compete on equal terms with the PC market five years later. That was the challenge given to all of us developers.

-- This game is not only an MMORPG but also a numbered "FF" title. What approach did you take regarding the "FF" series? Tanaka: From the very start, Ishii and his team expressed a desire to redefine "FF" as they developed the game. When we made "FFI" for the Famicom, we couldn't fully realize what we really wanted to express due to hardware performance and memory capacity. But now, with the latest hardware like the PS2 and PC, what form should it take? Starting from that point, Ishii took the lead in redefining everything from scratch, including the meaning of the Crystal, Magic like "Fire" and "Keal", and the relationship between Elements.

-- "FFXI" allows players to create their own story, It's a style that's different from previous "FF" series games. Was that something you were conscious of when creating it?

Tanaka: That's right. Up until now, "FF" games have been the type where we create the scenario, add our touch, and then "present" it. But when you actually play an MMORPG, the characters in the game are controlled by real people, and everything they think and say is genuine. Even though it's a virtual space, encounters and partings unfold as an unpredictable story, just like in real life. I was surprised by that fact, or rather, I felt that there was a different kind of fun that wasn't artificial, and I wanted to build the game around that. So, when creating "FFXI," the aspect we prioritized the most was communication. No matter what you're doing—whether you're in the middle of a battle or managing an Item—we built the game around the principle that the chat function is always on.

We actually play "FFXI" and listen to what users have to say.

-- Since "FFXI" went live, what has been your impression of the players' reactions?

Since the beta version, I've been quietly observing the game myself, and I'm constantly amazed by what players are doing. "Oh, I didn't know you could kill them like that," or "That's a really unexpected playstyle." We addressed those issues and adjusted the balance in the next Version Update. To make the game more fun, we have to get rid of any mechanisms that give an advantage to specific Jobs or specific players. While conducting such research, I get to observe people actually playing, and I can directly feel that they're enjoying it. That's a huge encouragement for us. -- Sometimes we get reports of people seeing someone who looks like you, Mr. Tanaka.

Tanaka: No, I don't think most players would recognize me. When I play incognito, I sometimes form a Party with regular players, using characters like a Tarutaru girl or someone who's hard to recognize at first glance. So, I hear Party Members complain about things like, "This part of 'FFXI' is terrible, isn't it?" (laughs). I don't go as far as forming a Party these days, but I still play. I think that probably all of the development staff are actually playing Vana'diel that way.

--So, the real feedback from players is reflected in the development, right? By the way, I heard that Mr. Tanaka, the producer, is also working on the development...

Tanaka: That's right. I should probably just leave it to someone else, but I find it hard to do that. When it comes to writing specifications, I find it quicker to just create what's in my head myself (laughs). Also, even though I can leave most of the detailed gameplay aspects to the on-site staff, I still want to personally tinker with the user interface, which is the part that's closest to the player. I do feel that "FFXI" was the last time I was able to get involved to that extent, though.

--- What specific areas are you responsible for?

Tanaka: It's the menu area that players see. Not only the text, but I also draw all the graphics for things like windows, buttons, and icons myself. Plus, I meticulously crafted all the fonts myself (laughs). Actually, those characters are a tweak on the historic fonts used in older games like "FF" and "Mana 2."

--There was a time when the number of macros in the palette increased significantly. Was that also something you worked on, Mr. Tanaka?

Tanaka: Those kinds of requests come from development staff who are actually playing the game, saying, "Tanaka, we'd like to add more of this. Is there any way you could do that?"That's how it came about. I said, "Okay, I'll give it some thought," and that's why it's in the game. In other words, I get orders like, "Do this," and I say, "Yes, yes," and create it (laughs).

When we decided to go online, I thought, "Let's put our all into this project."

-- "FFXI" has been running for seven years now. Was there a roadmap for Version Updates and other updates created in the initial stages?

Tanaka: Up to "Rise of the Zilart," we had planned it as the first main story. That's how we initially conceived it. We planned to mark that point as "Version 1.0" and complete it as an MMORPG. After "Chains of Promathia," we used feedback from players to shape our future development direction. While operating Rise of the Zilart, we were simultaneously working on the next step.

-- Recently, we also launched a series of additional scenarios.

Tanaka: Our current in-house development team is fully occupied with the Version Update for "Wings of the Goddess." Even so, I was thinking about offering a different way to play that diverges from the main story, perhaps in the form of a small package with a short story, roughly the length of a mid-game episode. However, since we couldn't allocate our in-house staff, we decided to work with an external development studio for the first time. We asked Mr. Matrix, who we previously collaborated with on "FF III" for the Nintendo DS, to create the additional scenario "A Crystalline Prophecy." We plan to release additional scenarios for the second and third installments in the future. --For online games, you have to keep adding new features as long as the service is active.

Tanaka: Honestly, when we decided to make "FFXI" online, I thought, "This is the only thing I'll make from now on. I'm going to pour my heart and soul into this project." That's because I thought that, by simply releasing Version Updates, I could do what I wanted, and there would be no need to create a separate title. For example, when we made "FF I," things like "We left something unfinished there" or "Users didn't seem to like this part" – those areas of improvement and lessons learned drove us to create the next project, which resulted in "FF II." But with an online game, you can see everyone's reactions in real time and fix any issues right away, so there's no reason to create a new title. I thought this would allow us to keep up this ongoing dialogue with users. -- So, does that mean "FFXI" will become your life's work, Mr. Tanaka?

Tanaka: That's what I was thinking, but since it's based on the PS2 home console, there will be a hardware generation change at some point, right? Initially, we decided to continue for five years, considering that home gaming consoles typically transition to the next generation roughly every five years. In other words, we'll keep it as it is for five years, but after that, we'll have to rebuild it for new hardware. --For example, could there also be a PS3 version of "FFXI"...?

Tanaka: Yes, I did initially think that might be a possibility. But over those five years, we had accumulated so much content that we realized, "There's just no way we can port this" (laughs). It came to the point where we realized that if we put the same effort into porting as we would into creating a new game, we could just make a new one. So, I left the "FFXI" team.

A small group of staff has actually started working on a new title. We're rebuilding the program and systems from the ground up, and it's shaping up to be something completely different from "FFXI," so I hope you look forward to that as well.

I plan to continue "FFXI" for as long as possible.

--- "FFXI" has seen the number of registered characters surpass 2 million in seven years. Did you anticipate this level of success? Tanaka: Honestly, I started completely in the dark, so I wasn't sure what number would be considered amazing (laughs). However, in the early days, we used to say, "It would be a dream if we reached 1 million active players." In comparison, we currently have around 500,000 users, so we're still about halfway there. But if it really does grow to 1 million, with the current data center capacity, we might not be able to keep up (laughs). On the other hand, I thought that if things didn't go well, we might only reach 200,000 or 300,000 users. So, in the end, it feels like we've gotten the number of users we expected.

---- There are many dedicated players of "FFXI." How would you like them to approach online gaming?

Tanaka: It's just like that message you see when you log on to "FFXI." "Take care of your personal life and don't get too caught up in it," it says. I think online games offer the potential for a wide range of experiences. In real life, it's hard to make dozens of friends, but online it's possible. Even if you're a regular employee, you might be able to take on a leadership role within a Party in the game. It would be ideal if we could build a relationship where the real and virtual worlds complement each other, allowing us to apply those experiences from the game to our real lives. I want it to remain a "virtual world that enriches real life." In that sense, I'm really happy when people I've met through "FFXI" get married.

-- What are your thoughts on the future of online games?

Tanaka: "FFXI" was created with the belief that connections with others are important, so party play was essential. That sometimes made it a bit challenging to get into, but now, with systems like Level Sync, it's become a bit more casual to play. So, I think it will become important for future online games to be "easy to enjoy even for people with limited time." However, if you simply make a game light, users will also play it lightly and quickly move on, not sticking around for long. I believe MMORPGs should encourage sustained play, so I want to keep offering a vibrant world through Version Updates and other means to ensure everyone can enjoy them for a long time. We didn't anticipate "FFXI" lasting this long either, but we plan to keep it going for as long as possible. It seems the development team still has a lot to do, so we appreciate your continued support for a little while longer.

(Recorded at Square Enix on April 23, 2009)

I hope it becomes a virtual world that enriches real life.

Producer

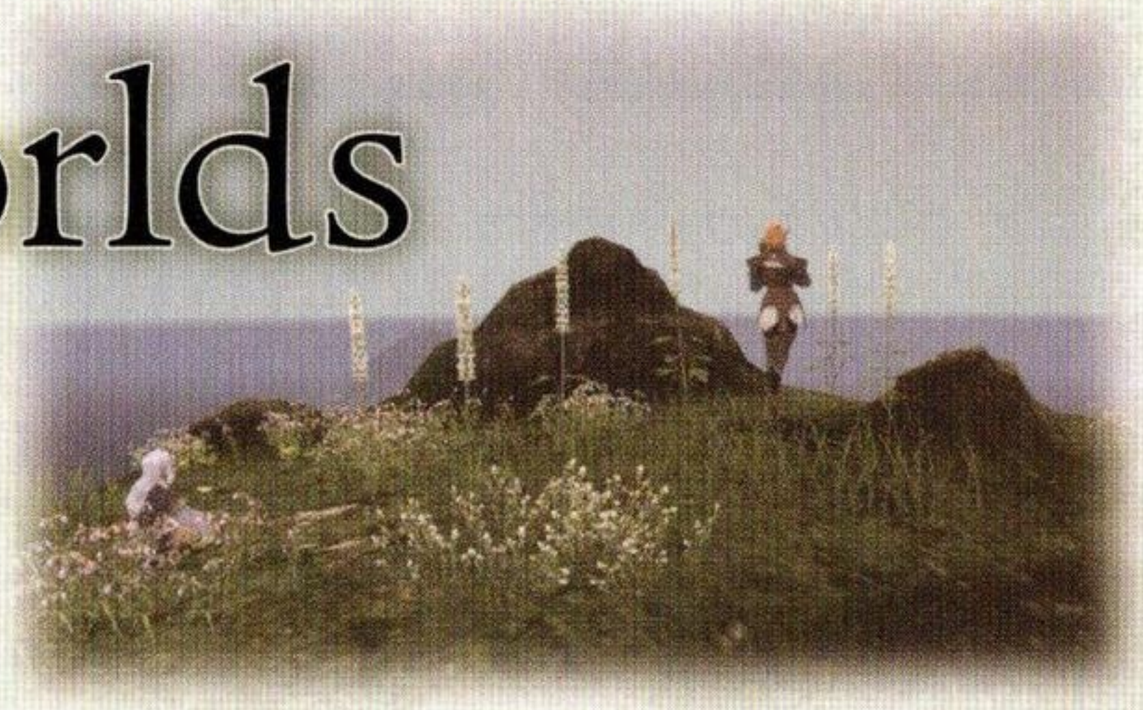
Hiromichi Tanaka

Hiromichi Tanaka

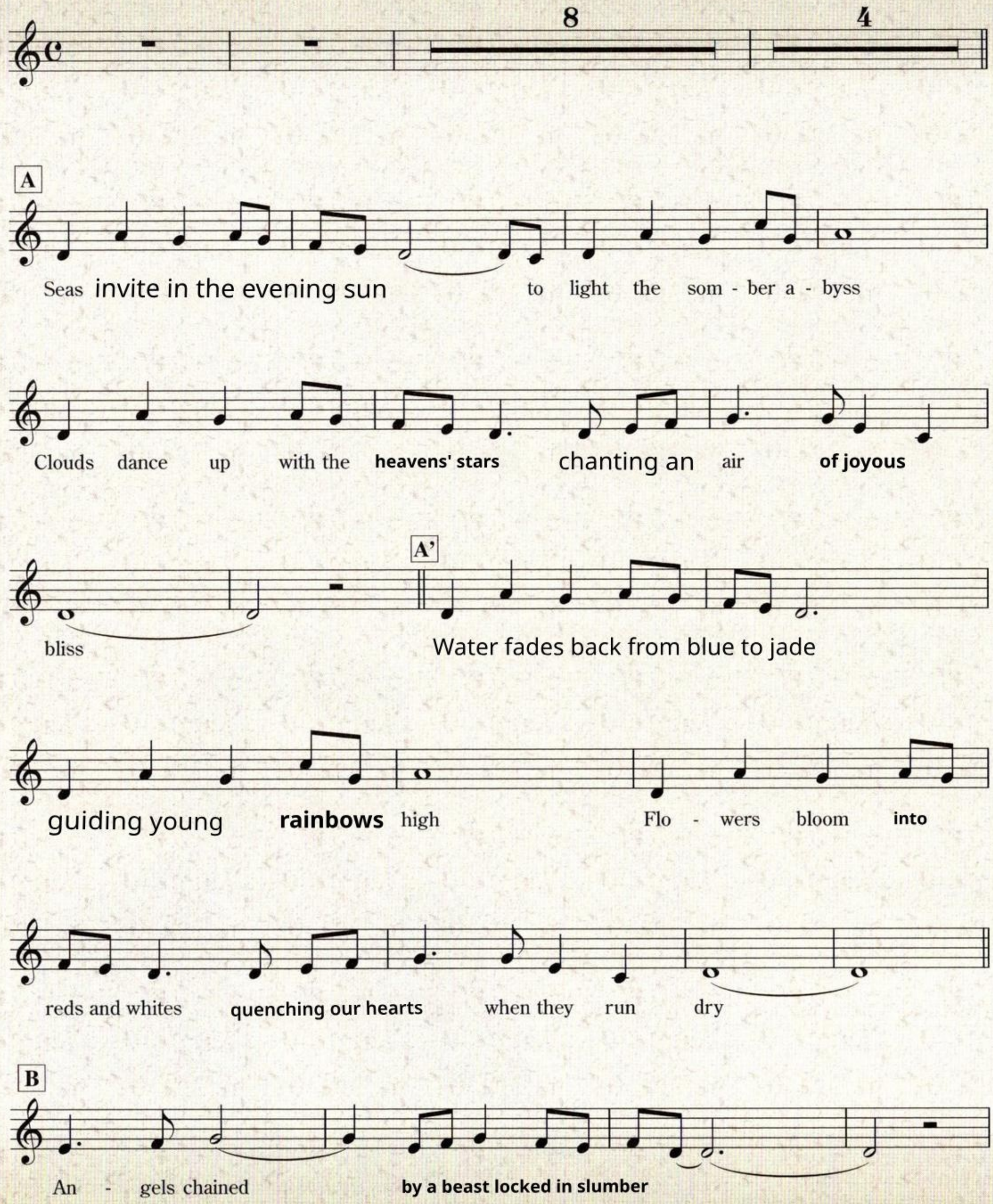
He joined Square (as it was then known) in 1983. He was involved in the production of titles such as "Destrap" and "Dragon Quest". He designed the battle and menu systems for "FF I" through "FF III," playing a key role in the early days of the "FF" series. After that, he produced titles like "Mana 2", "Xenogears", and "Chrono Cross", before returning to the "FF" series for the first time in a while with "FFXI".

Distant Worlds

—Music from FINAL FANTASY XI—



Lyrics: Yaeko Sato; English translation: Michael Christopher Coage-Fox; Composition: Nobuo Uematsu; Arrangement: Naoshi Mizuta



Sin washed away by the swift passage of time I may know the

C

answers Journeys over snow and sand

What twist of fate has brought us to tread upon this land

D

7

E

4 5

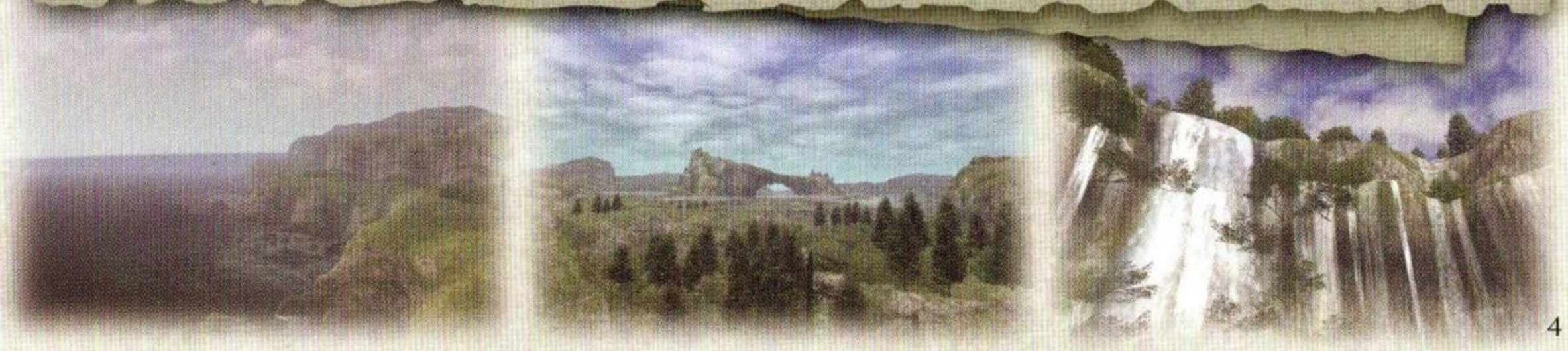
2B

Blessed by light and the burden - den of **shadow**

Souls a - bide **to an endless desire**

2C

I may know the answers though one question



I still hear

What twist of fate has brought us

to roads that run so near

2C'

Distant worlds together

miracles from realms beyond

The life-light burns in -

inside me

to sing to you this song

to sing this song with you

to sing to you your

Ending

song

Lyrics

Seas invite the evening sun to
illuminate the somber
abyss. Clouds dance up with the heavens'
stars, singing an air of joyous bliss.

Water fades back from blue to jade,
guiding young rainbows high.
Flowers bloom in reds and whites,
quenching our hearts when they run dry.

Angels, bound by a beast, are locked in slumber.
Sin is washed away by the swift flow of time.

I might know the answers.
Journeys across snow and sand.
What twist of fate has brought us to
tread upon this land?

Blessed by light and burdened by shadow.
Souls cling to an endless desire.

I may know the answers,
but there's one question I still hear.
What twist of fate has brought us to
roads that run so close?

Distant worlds united.
Miracles from realms beyond. The
lifelight burns inside me, urging
me to sing this song to you.
To sing this song with you. To
sing your song to you.

Original poem in Japanese

The sunset sinks into the sea to illuminate its world.
Clouds drift across the sky to convey the stars'
message. The water's surface changes color to form a bond with
the rainbow. Flowers bloom gently to adorn your heart.

We, both angels and beasts, seek
knowledge and blood,
and time washes away everything to forgive our sins.

I know everything. My
journey with you has
taught me. Why were you and I born?

We chase the Light and drag our shadows,
transcending age and weakness. Our human
emotions are boundless because the door has already been opened.

I know everything,
yet I still want to ask
you: Why did you and I meet?

A miracle where my world and your world
connect. I was born to sing a song for you.

To sing a song with
you, to sing your song

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SE-MOOK

Final Fantasy XI Story Ultimania Ver. 090409

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Design by Yoshitaka Amano;
Image Illustration: @2002-2007 Yoshitaka Amano

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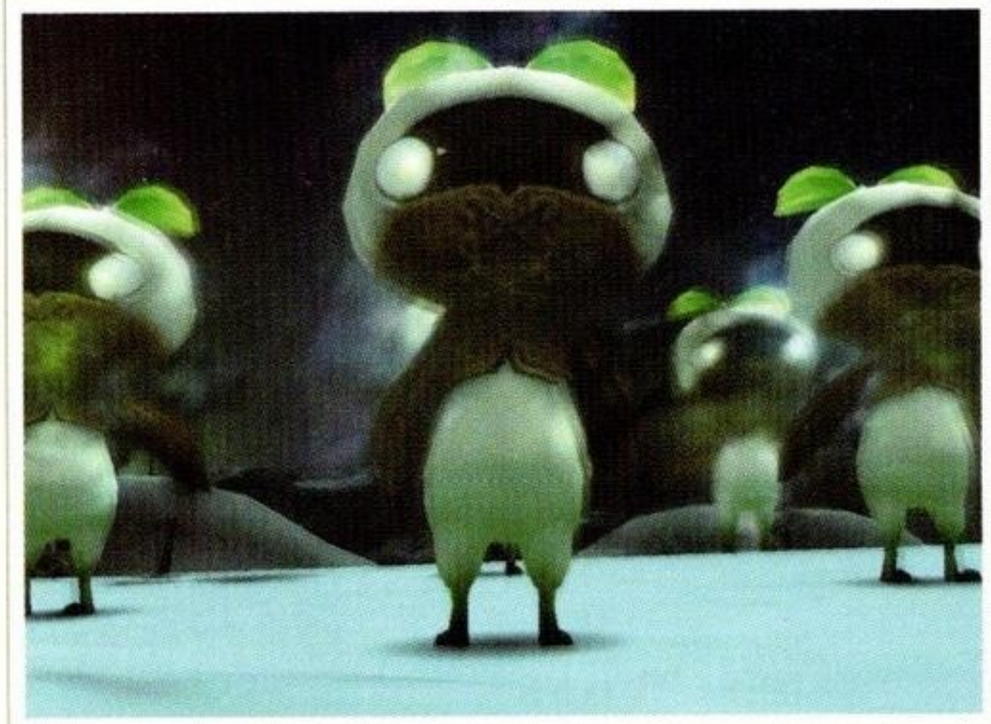

First edition, first printing, published on July 2, 2009

Publisher: Koji Taguchi;
Publishing Company: Square Enix Co., Ltd.; Address:
Shinjuku Bunka Quint Building, 3-22-7 Yoyogi, Shibuya-ku,
Tokyo 151-8544, Japan

Printed by Toppan Printing Co., Ltd.

<Inquiries about book content> Book Editing
Department 03-5333-0879 Monday to Friday,
12:00 PM to 6:00 PM (excluding holidays and company-designated days off)
<Inquiries regarding sales and distribution>
Publishing Sales Department 03-5333-0832
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Printed in Japan

ISBN 978-4-7575-2507-8 C9476 Magazine 62011-97

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JASRAC Publication 0904268-901

FINAL FANTASY® XI

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ファイナルファンタジーXI

ISBN978-4-7575-2507-8

C9476 ¥1900E

9784757525078

1929476019004

SQUARE ENIX®

定価：本体1,900円＋税

雑誌　62011-97